

THE OFFICIAL

STAR TREK®

FACT FILES 166



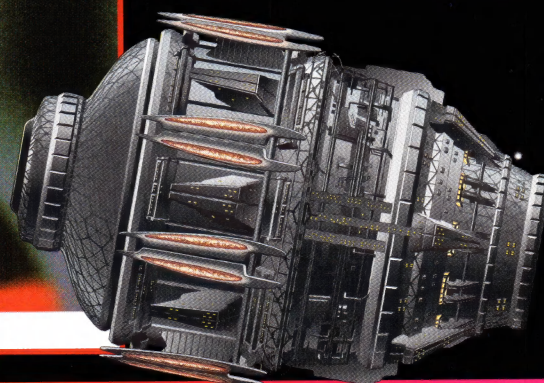
The Life and Career of Q
A thorn in STARFLEET's side

Abandoned Outposts
Mysterious traces of lost races

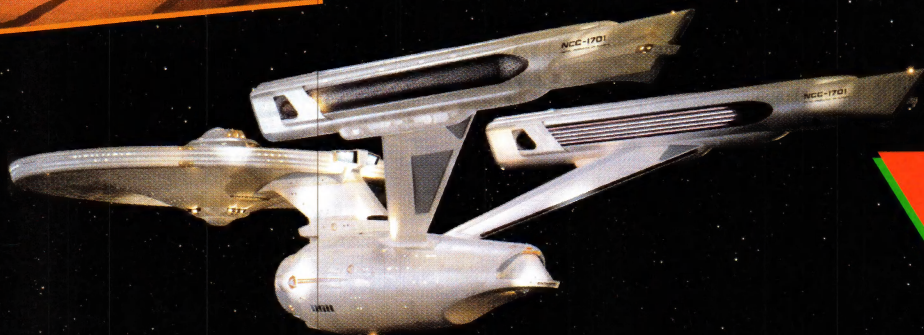
The Vori and the Kradin
Warrior races in deadly conflict

Remote Control Headset
Quark takes on the Klingons

Chief Miles O'Brien: Leader
An inspiration to his subordinates



VARRO GENERATIONAL POD
Module sections of a traveling civilization



U.S.S. ENTERPRISE NCC-1701
Refitted, explored, and explained

ISSN 1364-3983



9 771364 398010



THE OFFICIAL STAR TREK[®] FACT FILES



CONTENTS: PART 166

The Guide to the STAR TREK Galaxy

Abandoned Outposts
The VORI and the KRADIN
KAZON Initiation and Training

FEDERATION STARFLEET

U.S.S. ENTERPRISE NCC-1701: 2270 Refit

Non-FEDERATION Starships

VARRO GENERATIONAL SHIP: Pods

Personnel Files

MILES O'BRIEN: Leader
The Inimitable Q
YUTA

Equipment & Technology

Remote Control Headset

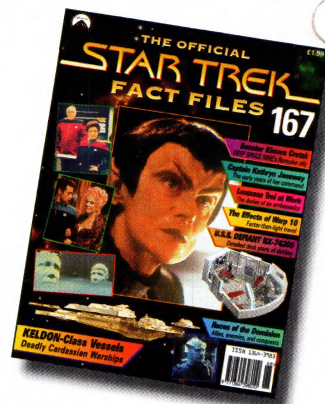
Starship Log

STAR TREK: THE NEXT GENERATION
'Descent', Parts I and II
STAR TREK: DEEP SPACE NINE –
'Wrongs Darker than Death or Night'/'Inquisition'

A-Z Access Point

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COMING
NEXT WEEK:



The Guide to the STAR TREK Galaxy

WARP 10 and its Effects
FEDERATION Colonies
Races of the DOMINION

FEDERATION STARFLEET

U.S.S. DEFIANT NCC-74205: Sickbay

NON-FEDERATION STARSHIPS

KELDON-Class WARSHIPS

Personnel Files

CAPTAIN JANEWAY: Early Command
SENATOR KIMARA CRETAK
LWAXANA TROI: Ambassador

EQUIPMENT & TECHNOLOGY

STARFLEET Uniforms: Mid 2360's

Starship Log

STAR TREK: THE NEXT GENERATION
'Interface'/'Liaisons'
STAR TREK: DEEP SPACE NINE –
'In the Pale Moonlight'/'His Way'

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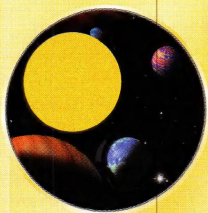
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STAR SYSTEMS

The Guide to the STAR TREK Galaxy

FILE 4

CARD 7

ABANDONED OUTPOSTS



STAR SYSTEMS

Throughout the Galaxy there exist many outposts and colonies that have been abandoned by their originators and inhabitants for a multitude of reasons, including natural disaster, or the threat of attack.

From the moment the human race made **first contact** with the **Vulcans**, we knew we were not alone in the Galaxy. **Starfleet's** primary mission command is to seek out new civilizations, but as soon as widespread exploration began, it became clear that as well as all the new civilizations waiting to be discovered, there were many old, extinct ones that left traces of themselves dotted across space.

Sometimes all that remains is a few weathered rocks on a remote planet; in other cases, there may be impressive technology, or even detailed records to tell the stories of once-great empires. Occasionally, no amount of examination or study will

ever reveal who built these abandoned outposts, nor for what purpose they were intended.

Failed outposts

The reasons outposts become abandoned are many and varied. In some cases, it is a simple case of a failed colonization attempt. The **United Federation of Planets**, for example, abandons a scientific post on **Velara III** when it is discovered that the planet is not suitable for terraforming – such a procedure would kill off the tiny, but nonetheless sentient, native creatures which make their home in the planet's soil. Civilian settlements have also been abandoned; on **Omicron Ceti III**, the human settlers opt to leave their homes behind



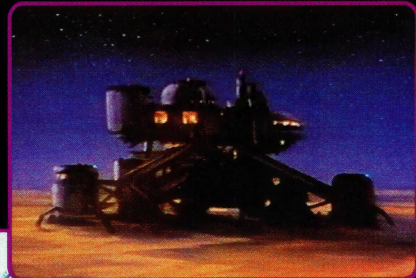
▲ An attempt to terraform **Velara III** is abandoned following the discovery of tiny indigenous life forms.

▲ The idyllic Federation outpost on **Omicron Ceti III** is abandoned when it is found that alien spores affect the colonists' ability to think for themselves.

when they realize that non-indigenous spores in the planet's ecosystem have a detrimental affect on their cognitive functions.

Relocation

The inhabitants of other outposts are forced to abandon their settlements due to the threat of natural disaster or



OTHER CARDS IN THIS FILE...

- 12 THE KALANDAN OUTPOST
- 19 VELARA III
- 24 DELPHI ARDU

SEE OTHER FILES...

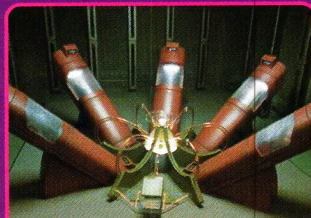
STAR TREK:
The Original Series.....File 68

HIDDEN INHABITANTS

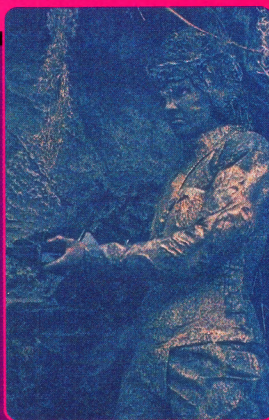
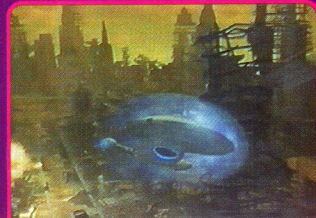
Survival

Some worlds are not quite as abandoned as they seem. The apparently empty cities of the planet **Scalos** are in fact home to a handful of survivors of an ecological disaster that has mutated the remaining populace. Moving faster than the eye can see, these hyperaccelerated beings can be detected only by a faint sound that resembles an insect's buzz.

▼ The homeworld of the **Kohl** was subjected to freezing weather due to the effects of a solar flare. Just a handful of survivors remained alive, in suspended animation.



The **Sakari** of the **Delta Quadrant** have deliberately obliterated the cities that once dotted the surface of their world, following a devastating attack by the **Borg**; the population now lives underground, where, undetectable by orbiting scanners, they hope other races will assume their planet is abandoned. Other planets, such as the **Delta Quadrant** homeworlds of the **Vaadvaur** and the **Kohl**, are home to survivors who sleep beneath the ruins, waiting to be woken from suspended animation.



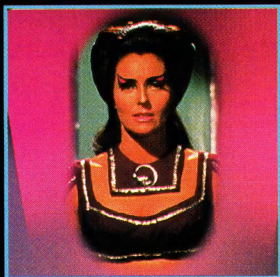
▲ In the mid-24th century, the **Borg** collective assimilates the **Sakari** race. The few survivors take sanctuary in a deep network of caves, and go to great efforts to hide themselves from visitors.

▲ The **Vaadvaur** world was devastated in a military attack by several other races.

Planet Various worlds
Class Various Quadrant Various
Also known as N/A

Environments Each world is adapted to suit the needs of the civilization that once inhabited it.
Life Forms Plant life, and some sentient artificial life.
Climate Various. In some cases, climatic changes are the reason the colony was abandoned.
Starship Log STAR TREK: The Original Series 'This Side of Paradise'; STAR TREK: THE NEXT GENERATION 'Home Soil'; STAR TREK: DEEP SPACE NINE 'Progress'; STAR TREK: VOYAGER 'Basics', Parts I and II





▲ *Losira's single purpose is to defend the Kalandan Outpost. This hologram does not realize that her civilization is long dead.*

violence. Farmers on the **Bajoran** moon **Jeraddo** must relocate before an energy-harvesting initiative renders the atmosphere unbreathable; some settlers put up a spirited opposition to their government's plans, but in the end they are all forced to abandon their homes. Human settlers on **Tau Cygna V** are ordered off the world by the **Sheliak Corporate**, who rightly claim that the planet was ceded to them under the **Treaty of Armens**. Villagers from **Boraal II** leave their settlements behind when the atmosphere of their homeworld dissipates. Even powerful races, such as the **Founders** of the **Dominion**, have been forced to leave their homes; the shapeshifters abandon their base in the **Omarion Nebula** to escape an imminent attack by a joint **Tal Shiar-Obsidian Order** strikeforce. The **Crystalline Entity** destroys all traces of life on planets such as **Omicron Theta** and **Melona IV**, leaving behind the empty shells of colonists' homes.

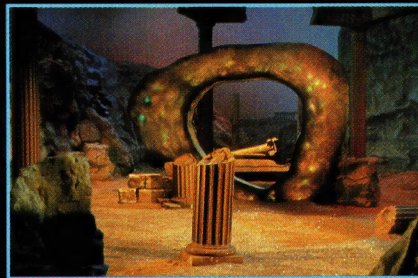
The Guide to the STAR TREK Galaxy

FILE 4 CARD 7

ABANDONED OUTPOSTS



▲ *Apollo made Pollux IV his home after he left ancient Greece. There, he wished to be worshipped by the crew of the U.S.S. ENTERPRISE NCC-1701.*



▲ *The Guardian of Forever is located on an abandoned outpost. It was built at least five billion years ago by an unknown civilization.*

Other worlds are left as archeological sites only because that is the choice of their last inhabitants. The Greek-style buildings and sculptures on **Pollux IV** are abandoned by a powerful being who, realizing that he will never again command the same respect and adulation as when he lived on Earth as the god Apollo, decides to spread his existence to the winds. **Barash**, a lonely alien boy living on the planet **Alpha Onais II**, willingly abandons the holotechnology-filled cave that has been his home since infancy for the chance to leave the world with his new friends from the **U.S.S. Enterprise NCC-1701-D**.

Protective remnants

Starfleet has discovered many worlds on which advanced technology has long outlived the organic beings that constructed it, and in some cases

sentries and security systems left behind by the builders can prove to be just as much of a threat as any army of living beings. On the **Kalandan Outpost**, a holographic image of **Losira**, the last survivor of the race that once lived there, can kill unwelcome visitors with a touch. Losira has been programmed to protect the outpost from intruders, unaware that there is no one left to defend it for – her race is extinct, wiped out by the same plague that killed her colleagues. Another automated being, **Portal 63**, is likewise awakened to defend a planet in the **Delphi Ardu system** on behalf of the **Tkon Empire** in 2364, unaware that the empire has been extinct for 600,000 years.

The planet **Exo III** contains vast cities now populated only by the androids created to be its manual labor force;



its living population has long since died off, due to the combination of the ice age that forced them underground, and an android rebellion. The planet **Minos** is covered with examples of the military technology that led to the destruction of its population, while the battle-scarred surface of the planet **Cheron** stands as a testament to the futility of racial conflict.

Myth and legend

On other worlds – such as **Camus III**, the **Iconian** homeworld located in the **Romulan Neutral Zone**, and the planet on which the crew of the **U.S.S. Enterprise NCC-1701** discover

GALAXY FACTS

▶ The homeworld of the extinct **Koinonians** appears to be abandoned, but is actually home to a noncorporeal race that survived the wars that wiped out their organic neighbors.

▶ The crew of the **U.S.S. Voyager NCC-74656** make a temporary home on **Hanon IV**. They abandon their makeshift settlement after regaining control of their starship from the **Kazon**.

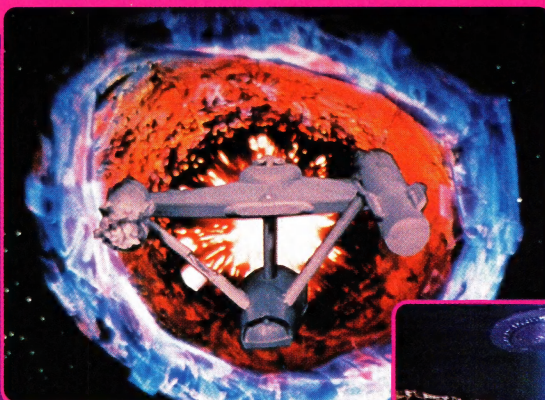
▶ The inhabitants of a colony on **Tau Cygna V** are forced to relocate to another planet when the **Sheliak Corporate** decide to take possession of the world.

the **Guardian of Forever** – there is nothing to indicate why the creators of such impressive technology chose to abandon their creations, nor where they went. The **Iconians** have passed into myth, with some indication that they used their remarkable gateway technology to escape the persecution of other races, although this possibility remains unconfirmed. There is not even this much information available on the engineers of the **Camus III** technology; as with whoever built the **Guardian of Forever**, even their names have been lost to the mists of time.

LOST IN SPACE

Adrift and dangerous

Huge spacecraft and free-floating structures have also been abandoned by their builders. In 2267, a vast spaceborne weapon known as the **planet killer** terrorizes the **U.S.S. Constellation NCC-1017** and the **U.S.S. Enterprise NCC-1701**. It is thought to have originated in another Galaxy, and may have wiped out the race that created it. The race that sent a sublight freighter full of radioactive waste into the Galaxy are similarly anonymous; the poisoned ship poses a danger to the planet **Gamelan V** in 2365.

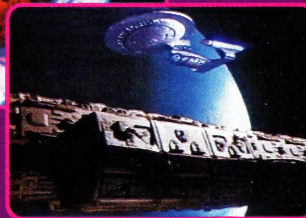


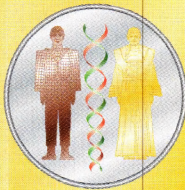
▲ *The PLANET KILLER is a relentless, automated weapon of unknown origin that has moved through space for years. It is destroyed by Captain Kirk in 2267.*



▲ *The EMPOK NOR station is now nothing more than a source of salvageable spare parts, although it is briefly inhabited by Gul Dukat's Pah-wraith sect in 2375.*

▶ *An unidentified ship, adrift for centuries, threatens **Gamelan V** with increased radiation.*





OTHER GROUPS
AND RACES

The Guide to the STAR TREK Galaxy

FILE 18 CARD 119



OTHER GROUPS
AND RACES

THE VORI AND THE KRADIN

The southern continent of an unnamed world in the Delta Quadrant is the center of a **Clash Zone**. The Vori and the Kradin have been at war here for more than a decade, and their brutal, uncontrolled conflict seems destined to end only with the obliteration of one race or the other.

The Vori and the Kradin are warring species on the same **Delta Quadrant Class-M** planet. The two races apparently coexisted peacefully at some time in the past, but have now been in the throes of a vicious battle for more than a decade. Neutral observers find it difficult to pinpoint the truth amidst the conflicting claims made by both races. The Vori tell outsiders that they come from a peaceful agricultural

background; their farms and crops – “plantings,” as they call them – were razed by the Kradin, and their mothers and sisters taken as “playthings.”

Forest militia

The Vori are humanoid, and indeed appear human in all visible aspects. Their society seems to be male-dominated, with only young males taking part in the conflict, organizing themselves into numbered **Defense Contingents**. Women have no role to

play in the Defense Contingents, either as warriors or in support services, and are expected to remain in semi-permanent settlements in forest clearings, taking care of children and the elderly. These settlements are located some distance away from a **Clash Zone**, on the planet's southern continent, where most of the fighting seems to occur. Vori technology is a curious mixture of the highly sophisticated and the surprisingly primitive.



▲ **Most young Vori males are soldiers, leaving settlements full of women, children, and old men. In photometric projections of villages, outsiders 'drafted' to the Vori cause are welcomed home with open arms as heroes.**

Their ballistic projectile weapons and radio communication devices are no more advanced than similar items found on Earth in the 20th century; the race may have once developed surface airlift, but now insist that the Kradin claim the skies as their own, firing upon any other entrants into their airspace.

The Vori go to great lengths to present themselves as a benign and oppressed people, but at the same time they also appear to practice their own form of press-ganging, shooting down innocent visitors to their world and brainwashing them to the Vori cause. In support of this propaganda effort,

THE VORI

Forest fighters

The Vori have used their agricultural knowledge to adapt to life in the deep, dark forests that cover the surface of their homeworld. The young male Vori militia patrol the woodlands in numbered Defense Contingents, seeking to engage their mortal enemies, the Kradin, in combat. Women, children, the sick, and elderly remain behind in spartan settlement camps.



▲ **The Vori militia convince Chakotay that the Kradin are defiling their dying comrades by leaving their bodies face upward.**

Race	The Vori
Species	Humanoid
Quadrant	Delta
Homeworld	Unnamed Class-M planet
Technology	The Vori use photometric projections and brainwashing tools, but are not otherwise technologically advanced.
Language	As rendered by Starfleet's universal translator, the Vori language has a very distinctive mode of grammar and syntax.
Dress	The settlement dwellers dress in crude homespun garments, while the Vori militia wear uniform combat fatigues.
Starship log	STAR TREK: VOYAGER 'Nemesis'

THE KRADIN

Deceptive appearance

The tall, fanged Kradin certainly appear intimidating to the human eye, and the Vori do not hesitate to exploit this fear, painting the race as ruthless killers intent on eliminating their enemies. Events subsequently show that this is far from the full story, however, as the Kradin go out of their way to help extricate Chakotay from the Vori's insidious brainwashing program. Unlike the Vori, the Kradin seem to be sincere in their desire not to involve outsiders in the conflict.



▲ **The Kradin claim that it is the Vori who really kill innocent civilians and desecrate the bodies of dying soldiers.**

Race	The Kradin
Species	Humanoid
Quadrant	Delta
Homeworld	Unnamed Class-M planet
Technology	The Kradin have access to spacecraft and are apparently more technologically sophisticated than the Vori.
Language	Kradin syntax is generally more conventional than the Vori's use of language, although the race speak in a sibilant tone that may be jarring to human ears.
Dress	The Kradin wear uniform, wide-shouldered jumpsuits fashioned from a shiny black material.
Starship log	STAR TREK: VOYAGER 'Nemesis'



GALAXY FACTS

- ▶ Chakotay detects traces of Omicron radiation in the Vori planet's atmosphere.
- ▶ Chakotay fights alongside Brone, Namon, and Rafin in the Fourth Vori Defense Contingent.
- ▶ Captain Janeway is told that the Vori have dozens of training facilities where conscripts are brainwashed into fighting the Kradin.

the Vori have developed dozens of training facilities for conscripting soldiers, many involving photometric villages, such as the **Larhana settlement**. Conscripts are subjected to extremely powerful **photometric projections** and psychotropic manipulation, the latter involving scenarios in which the simulated villagers are oppressed or enslaved, in order to engage the sympathies of the new recruits.

Linguistic traits

Vori speech is eloquently succinct, with one word used interchangeably for several others with associated meanings – for example, cluster can mean to meet, a group, or a rendezvous. This compelling quality may be part of their artful guise. The Kradin do not appear to share the same linguistic trait, although both races use the word 'nemesis' to describe their opponents.

The Vori believe that their afterlife – the **Gloried Wayafter** – is in the



OTHER GROUPS AND RACES

The Guide to the STAR TREK Galaxy

FILE 18 CARD 119

THE VORI AND THE KRADIN



OTHER GROUPS AND RACES

center of their world, and consequently bury their dead face down. To stake a dying Vori face up is therefore the most heinous thing that can be done to the race, as the victim's soul will be unable to find its way to eternal peace.

In contrast, the Kradin are tall, gray-skinned humanoids, clad uniformly in black jumpsuits that appear to be made out of shiny leather or plastic. They have shaggy black hair pushed back from high foreheads, ridged cheeks, and elaborate chambered mouthparts with fangs.

Fearsome form

The Kradin's appearance is extremely alarming, but members of the race are adamant that they are the victims, claiming that the Vori are vicious aggressors who use biochemical weapons and routinely massacre innocent civilians. Each side maintains that the other is at fault for starting the conflict.

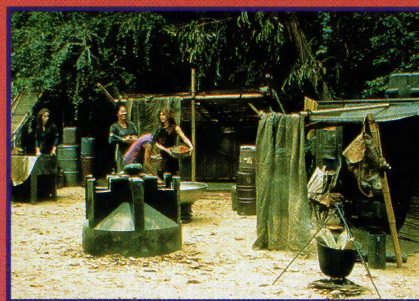
The Kradin possess aircraft, and are at least familiar with the concept of spaceflight, appearing unperturbed

▶ **The Kradin's weaponry and clothing suggests that they are the aggressors in their conflict with the Vori, but in this instance appearances may be deceptive.**

by contact with alien cultures. The Kradin have at least one emissary,

Ambassador Treen, who is experienced in contact with other races, and appears sincere in his desire to one day bring an end to the terrible and devastating conflict.

▶ **The Vori's use of photometric projections and psychotropic manipulation creates an extremely convincing illusory settlement.**



▶ **Commander Chakotay is given a hero's welcome at the Larhana settlement.**

CHAKOTAY TAKES SIDES

Deceived by the Vori

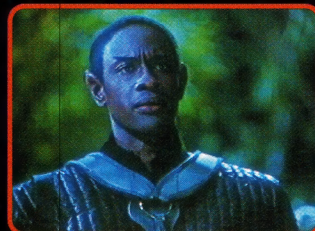
Commander Chakotay of the Federation starship **U.S.S. Voyager NCC-74656** is captured and indoctrinated by the Vori in 2374. Made to believe that the Kradin are the vicious aggressors in the conflict, he enthusiastically takes up arms against the Vori's 'nemesis.' He strongly empathizes with the plight of holographic 'victims' Marna, Penno, and a young girl named Karya. It is not known if these characters are based on real Vori, or invented for the simulation.

Kradin Ambassador Treen expresses sincere regret to Captain Kathryn Janeway that Chakotay, an outsider, has been drawn into this private conflict. After Treen helps Lt. Commander Tuvok to rescue Chakotay, the **Voyager** crew continue on their long journey home, while the Vori and Kradin no doubt resume their fighting.

▶ **Chakotay's Maquis past makes him especially susceptible to the idea that the downtrodden Vori are being oppressed by the brutal Kradin.**



▶ **Ambassador Treen comes aboard U.S.S. VOYAGER and offers Captain Janeway help in locating Chakotay.**



▶ **Tuvok beams down alone to the Clash Zone and convinces Chakotay that he has been duped by the Vori.**



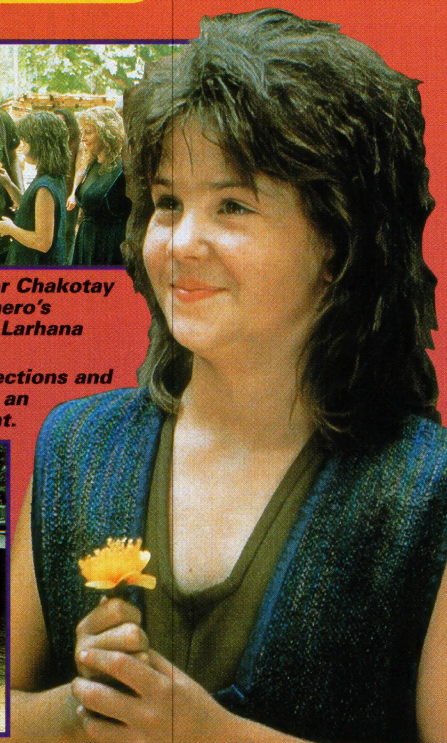
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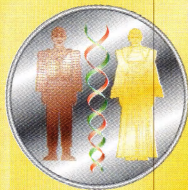
- 18 SIGMA IOTIA II
- 79 THE YANGS AND THE KOHMS
- 92 THE BREKKIANS AND THE ORNARANS
- 111 THE SAKARI

SEE OTHER FILES...

STAR TREK: VOYAGER.....File 21

▶ **Karya is one of the illusory inhabitants of the Larhana settlement. She presents Chakotay with a garland of blossoms, and later asks the commander if he has seen her brother Daryo, leader of the Seventh Defense Contingent.**





OTHER GROUPS
AND RACES

The Guide to the STAR TREK Galaxy

FILE 18 CARD 6A



OTHER GROUPS
AND RACES

KAZON INITIATION & TRAINING

Ever hungry for new warriors, the Kazon sects begin training their soldiers at a young age. They also look to other, less orthodox avenues of recruitment to give them the advantage they seek.

First and foremost, the **Kazon** are a race of warriors. They are one of the strongest powers in their section of **Delta Quadrant** space – a distinction they achieved by first rising up against their **Trabe** overlords, and then ruthlessly exploiting the advanced technology they pillaged from their former oppressors. They are motivated by the desire for personal glory and the need to prove themselves, both against other Kazon sects and within their own group.

Born to fight

These aspirations are cultivated in Kazon males at a very young age; they begin to learn what it is to be Kazon as soon as they are old enough to protect their younger siblings. The race gather in groups to observe prisoners, encouraging hatred and contempt for these enemy species. Older children who have failed as warriors are also paraded in front of these groups and then killed – an object lesson that there are no second chances in battle.

Training takes different forms. The children fight among themselves and compete for the right to slay an enemy if the opportunity is offered by an adult warrior. Once they are sufficiently prepared, youths are taken to training bases, such as the moon

Tarok, operated by the **Kazon-Ogla**. The moon's surface is riddled with booby traps and hidden weapons; live ammunition makes a very effective training tool for the young men. Kazon initiates have pride in their own sect drilled into them, and in the presence of superiors, they berate enemies for having the audacity to enter their space. To them, territory equates with power.

Rite of passage

The rite of initiation for young Kazon warriors is simply to prove themselves against an enemy. If they

are successful, they earn the title **Jal** and take their place within their sect. As they feel their time grows near, youths demand such an opportunity from their sect's **first maje**, who eventually grants it despite any misgivings voiced by his subordinates. He knows that no one can honestly say they knew they were ready for their first mission.

Young warriors are expected to be brave and merciless, and must exhibit

▶ **Young Kazon warriors have to earn their 'name' by killing an enemy. Failure to do so results in disgrace, and the youth's exile or death.**



PATRIARCHAL SECTS

No place for a woman

The Kazon are a patriarchal society, and under normal conditions their women play no part in their military endeavors; in fact, no Kazon female has been encountered by the crew of the **U.S.S. Voyager**. The only female who seems to have any position of power among them is **Seska**, a cunning Cardassian spy who abandons her **Voyager** crewmates and uses her feminine wiles to get her own way with **Maje Culluh** of the **Kazon-Nistrim**. Culluh ostensibly treats Seska as an equal, and although his obvious physical attraction to her affords her much

leeway, there are times when he feels that she has overstepped her authority. One such case is when she tries to recruit other Kazon sects to the **Nistrim's** cause, contacting them in Culluh's name.



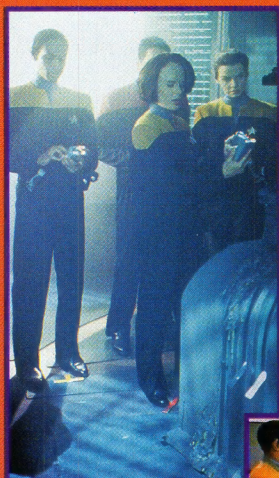
▶ **Seska falls foul of Culluh when she tries to ally the Kazon-Nistrim with other Kazon sects. The sects are isolationist, and do not like to recruit outsiders.**



▶ **The Cardassian Seska allows herself to be recruited by the Kazon, as she feels more kinship with them than the Starfleet crew of the U.S.S. VOYAGER.**

▶ **Maje Culluh flees with his son after Seska is killed aboard VOYAGER. He no doubt plans to train the child in the ways of a Kazon warrior, despite its mixed heritage.**





▲ **Seska's recruitment by the Kazon brings them her engineering expertise and access to the advanced technology of the Federation starship U.S.S. VOYAGER.**

strong tactical thinking, as capture by an enemy is considered a great ignominy. In cases such as this, or failure to complete the mission, the warrior is doomed to die never having earned his sect name. Even if he escapes, he is treated as an outcast, known as a **govin**, and is destined to have a digit cut off by any Kazon sect he encounters.



▼ **Lt. Joseph Carey is initially suspected of contacting the Kazon, but it soon becomes clear that Seska is the real traitor.**

The **Kazon-Nistrim**, under the command of **First Maje Jal Culluh**, is apparently unique in that it pursues other avenues of recruitment in addition to training its young warriors. Covetous of the technology of the **U.S.S. Voyager NCC-74656**, Culluh fosters a contact in **Ensign Seska**, a crew member disgruntled with the way **Captain**

The Guide to the STAR TREK Galaxy

FILE 18 CARD 6A

KAZON INITIATION & TRAINING



OTHER GROUPS
AND RACES



OTHER GROUPS
AND RACES



▲ **Kazon warriors are raised with little respect for women. Maje Culluh finds it very difficult to take orders from Seska because of this, particularly in front of his crew.**

Kathryn Janeway still follows **Federation** protocols aboard the starship. The initial prize from this association is **replicator** technology – even this relatively simple device could alter the balance of power

among the Kazon sects.

Seska's duplicity is uncovered aboard *Voyager*, but she escapes to the Nistrim vessel. There, she becomes Culluh's consort and advisor, and a thorn in the side of Janeway and, particularly, **Commander Chakotay**. Seska is no stranger to treachery: she is actually a **Cardassian** surgically altered to resemble a **Bajoran**, and was originally assigned to infiltrate Chakotay's **Maquis** cell. In the Delta Quadrant, she is motivated by her desire to capture *Voyager*; she sees the Kazon simply as a means to that end. Seska resists being drawn too deeply into Kazon society and traditions, however, which may be due to the race's misogynistic views.

Inside man

The Kazon-Nistrim cultivates another ally on *Voyager* in mid-2372. As with Seska, **Michael Jonas** is an ex-Maquis who

GALAXY FACTS

- ▶ The location of the Kazon-Ogla training moon, Tarok, is kept a closely guarded secret.
- ▶ All of the weapons on Tarok can be remotely detonated at once by the Kazon-Ogla first maje, destroying the moon's surface. This is seen as a last resort, however, due to the high cost of replacement weaponry.



▲ **When Kar fails to earn his Kazon 'name,' he is invited to eat at the right of his maje, before he is executed. Young Kazon are not given a second chance.**

disapproves of Janeway's command decisions and takes the step of secretly contacting the Nistrim. The Kazon monitor Jonas as he reports each piece of information, and ask him to sabotage the ship with a small **warp core** accident. This is essential to the Kazon plan to hijack *Voyager*, but Jonas's treachery is revealed and he dies before he can act.

Even without their inside man, the Kazon temporarily hijack the Federation ship in a carefully-conceived scheme at the end of 2372. The warriors involved have obviously been trained by Seska, as they are fluent in *Voyager*'s systems and technology, and can even repair extensive damage. It seems appropriate that a new 'initiate,' inspired by Kazon training, should deliver the Nistrim their quarry.

RITE OF PASSAGE

Turning points in life

Many species throughout the Galaxy have occasions that determine the course of an individual's life, and some familiar rituals are mirrored in the rites of initiation into adult life witnessed among the Kazon. The Kazon begin training their sons as warriors as soon as they are old enough to protect their siblings; for Klingon children, being old enough to hold a bat'leth marks a similar informal initiation into their race's warrior culture. Drayan 'children,' encountered alone on a moon, may be mistaken for youths being put through some kind of survival test, but are in fact elderly members of their race, who live their lives backward. They are waiting to die rather than to take their place among the warrior ranks of their people.



▲ **Drayan 'children' appear to be all alone on a moon, but are in fact elders of their race who are fast approaching death.**

▼ **Young Kar is scheduled to be executed after he fails to earn his Kazon 'name' in battle, but regains his honor and place in his sect by killing First Maje Razik in 2372.**

▼ **Klingon culture, like that of the Kazon, is virtually inseparable from military action. Most of their rites of passage and celebration are based on warrior ethics.**





Varro Generational Ship: Pods

The *Varro Generational Ship* consists of many individual segments that create a greater whole. It is this structure, however, that also leads to its downfall.

The greater part of the vast **Varro Generational Ship** consists of a series of identical pods that connect together in order to form the long middle section of the vessel. This modular approach has allowed the **Varro** to expand their evolving society over the course of their 400-year journey, while keeping the entire crew in close contact within the supporting infrastructure of the *Generational Ship*.

The individual pods have been carefully designed to interconnect perfectly with one another. This is achieved by constructing the forward and rear sections of each pod in such a way that they interlink with each other, creating a chain held in place by a surrounding framework. Each module is constructed of a gray metallic plating, which surrounds the huge number of vertical decks within the pod. The overall length of each pod is roughly equivalent to that of a **Starfleet Intrepid**-class vessel.

Individual pods carry out a specific function within the *Generational Ship*'s collective. For example, Segment 16 houses a series of living quarters, and can separate into numbered stations that are used for personal communication purposes. The interior of the living quarters gives some indication of the scale of the *Varro pods*, as they offer a high standard of comfort and space for the crew. Particularly effective is the use of large viewports looking out to space, reducing the feeling of claustrophobia, along with careful use of materials, color, and spatial design. Members of the *Varro* crew have access to personal communications and a computer network that is linked to an expansive database; work or private study can also be undertaken from individual quarters.

Precise alignment

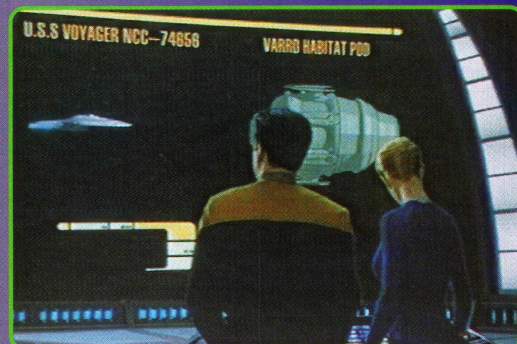
Each pod is roughly circular in cross section and has a flat bow and stern of identical proportions, allowing the segments to precisely connect into three long columns. The bow forms a flat docking collar and has a deep, hollowed out interior, designed to join to the rear of the unit behind which it sits. Analysis carried out by **Ensign Harry Kim** and **Seven of Nine** aboard the *U.S.S. Voyager NCC-74656* reveals there to be a total of 36 pods, with 12 in each column. There are two columns side-by-side, running underneath the *Generational Ship*'s main upper support arm, and a single column directly below and between, giving the center section a triangular cross-section. A series of angled support struts run from the upper arm, containing the individual pods like a cage; the

join between the pods is clearly visible.

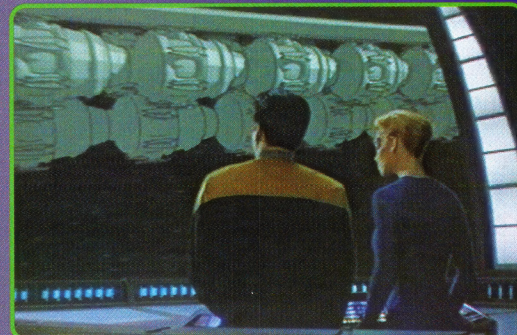
Tapering outward to a wider circular section, the forward area of each pod has a series of viewing ports running around its periphery, which in turn connect to a narrower main hull that forms the main body of the pod. The rear quarter of the vessel has eight equally sized and distributed beams protruding from its circumference, which terminate in a narrow fin at the beams' ends. Directly behind the rear of these beams is the tapered stern, shaped to fit the forward section of a preceding pod. The flat circular stern also houses the exhaust to the pod's individual drive system, which glows with the same dull red color as the long, narrow units found around the main hull. Each pod also has a series of long blue indicator lights.

Sabotage

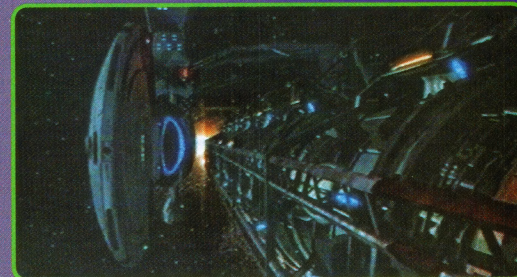
Ironically, the unusual modular design of the *Varro Generational Ship* also proves to be its eventual downfall. A minority of dissidents wanting to fight against their people's tradition of isolationism decide to sabotage the ship's **duranium** infrastructure in order to attain these goals. These saboteurs place synthetic parasites in the linkages that keep the pods together. This runs the risk of decompressive explosions and possible casualties, but the plan is a success: the pods' junctions erode and are blasted away into space, releasing the individual pods that can operate under their own power. Such is the force of the chain reaction caused by the erosion, however, that all of the pods are threatened with destruction by the collapse of the superstructure; it is only the intervention of *Voyager*, which surrounds the *Generational Ship* with its structural integrity field, that saves the pods and their crews. The splitting up of the pods is the end of an era for the *Varro*, but gives many of their people the opportunity to finally follow their own beliefs.



The width of a **VARRO POD** is six times that of the **U.S.S. VOYAGER NCC-74656** at its thickest point, giving some indication of how many decks each segment contains.



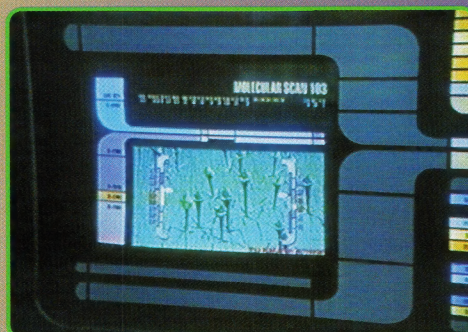
The backbone of the **GENERATIONAL SHIP** consists of a long series of pods, each of which are identical in size and shape.



Saboteurs almost bring about the destruction of all the **VARRO PODS**. The **VOYAGER** crew prevent disaster by extending a structural integrity field around the **PODS**.



The **GENERATIONAL SHIP**'s incredible 400-year journey comes to an end as its collective is disbanded by the separation of the individual **VARRO PODS**.



The linkages that hold together the **VARRO PODS** are sabotaged. A group of dissidents create synthetic parasites that erode the **PODS'** connections.

Varro Generational Ship: Pods

The *Varro Generational Ship* pods are linked together in a series, via interconnecting docking collars. Each individual pod is warp capable and can function as an independent vessel.

The triangular sections on the fore hull are command centers.

FRONT VIEW

Glowing windows indicate the position of habitat decks within the PODs.

SIDE VIEW

THE VARRO GENERATIONAL SHIP: PODS

First recorded: 2375

Type:

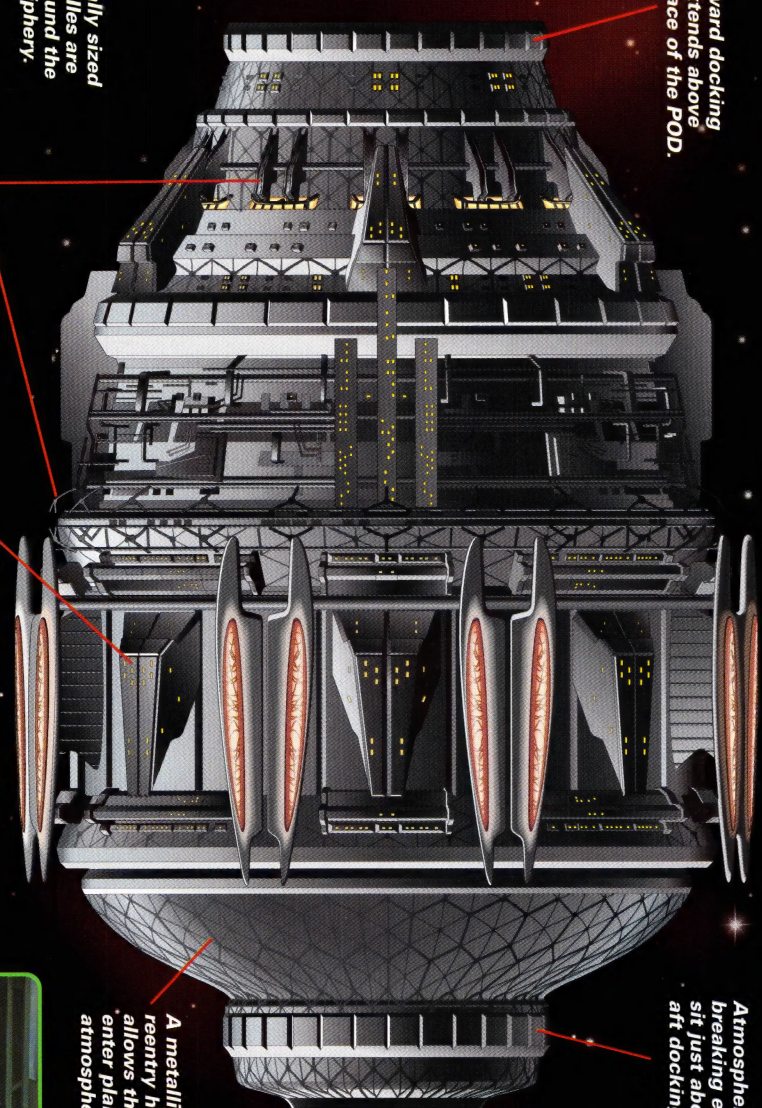
Remarks:

Individual vessels interlinked to form a greater whole. The *Varro Generational Ship* pods are each larger than an *Intrepid*-class starship. This alone gives some indication of the Generational Ship's immense size.



The forward docking collar extends above the surface of the POD.

Eight equally sized warp nacelles are placed around the POD's periphery.



Atmospheric breaking engines sit just above the aft docking collar.

A metallic composite reentry heat shield allows the PODs to enter planetary atmospheres.

A forward docking collar allows each POD to attach to the one directly in front of it.

The central transfer passageway at the center of each POD allows the Varro to move from one unit to another.

Circumferential sensors and blade sensor arrays are placed around the hull exterior.

Outboard engineering decks are positioned between the warp nacelles.

▶ The junctions connecting the VARRO GENERATIONAL SHIP PODs together explode, blasting the PODs off into space.



Miles O'Brien: Leader

Chief Miles O'Brien may not hold an officer's rank, but he is a natural leader to those who work with him and under him. This likable man is a pillar of support, constantly offering amiable encouragement to his colleagues.

Miles O'Brien is one of many non-commissioned officers, or NCOs, serving in **Starfleet**. Such personnel have never attended **Starfleet Academy**, nor undergone the rigorous study regime required of officers, but their contribution to the **Federation's** military and exploration arm is vital. They perform the nuts-and-bolts duties that hold starships and starbases together, and form the core of the service.

The lack of a commission does not prevent NCOs from attaining positions of responsibility and command. Chief O'Brien moves from **transporter chief** on the Federation flagship, the **U.S.S.**

Enterprise NCC-1701-D, to chief of operations aboard the frontier outpost **Deep Space Nine**. During the latter assignment, he is responsible for coordinating an entire crew of engineers, and on more than one occasion during his outstanding career, he demonstrates thinking and resourcefulness of which any officer would be proud.

Command potential

An early indication of O'Brien's command potential comes in 2368, when the **Enterprise** is seriously damaged in a collision with a **quantum filament**. As the most experienced crew member on the bridge, O'Brien follows procedure calmly, checking the condition of the injured crew and the status of the ship's main computer and systems. He then attempts to send an SOS to any vessels within range. He is the first to realize that the ship has struck a quantum filament and is

PROFILE OF A LEADER

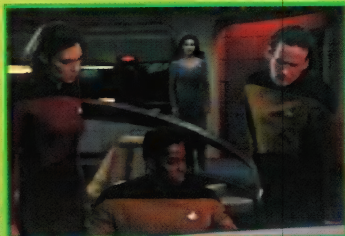
TRAINING: As a non-commissioned officer, the chief has never endured the rigorous training of **Starfleet Academy**. Nevertheless, his years of field experience earn him a tutorship at the Academy in 2376.

COMMON SENSE: O'Brien approaches problems from a practical perspective. He weighs the odds, and advises caution over rash decisions.

EXPERIENCE: O'Brien has served aboard the **U.S.S. Enterprise NCC-1701-D** as transporter chief, and as chief of operations aboard **Deep Space Nine**.



▲ **Miles O'Brien is not only a good engineer, but also proves himself to be a good leader. He empathizes with his colleagues while sharing his years of experience, and his practical approach to life. The chief is held in great esteem by superiors and subordinates alike.**



★ Invaluable support

O'Brien helps to keep the situation under control on the bridge, when the **U.S.S. ENTERPRISE** is struck by a quantum filament.



★ Firm efficiency

By the time **Commander Sisko** arrives on **DEEP SPACE NINE**, O'Brien has efficiently organized the clean up crews.

operating in confinement mode, meaning that the main computer has detected a hull breach and automatically closed emergency bulkheads to isolate it.

The remaining junior officers on the bridge

automatically look to the chief for orders. Once the situation is established, the chief quickly defers to **Counselor Deanna Troi**, as she is the highest ranking officer present, but remains the strength behind her. O'Brien is not prepared to take risks with people's

lives, arguing against a suggestion from **Ensign Ro Laren** that may save the ship's saucer section, while sacrificing possible survivors. Troi follows his advice, and thus saves the ship with minimal casualties.

O'Brien transfers to **Deep Space Nine** in early 2369. There he does an expert job

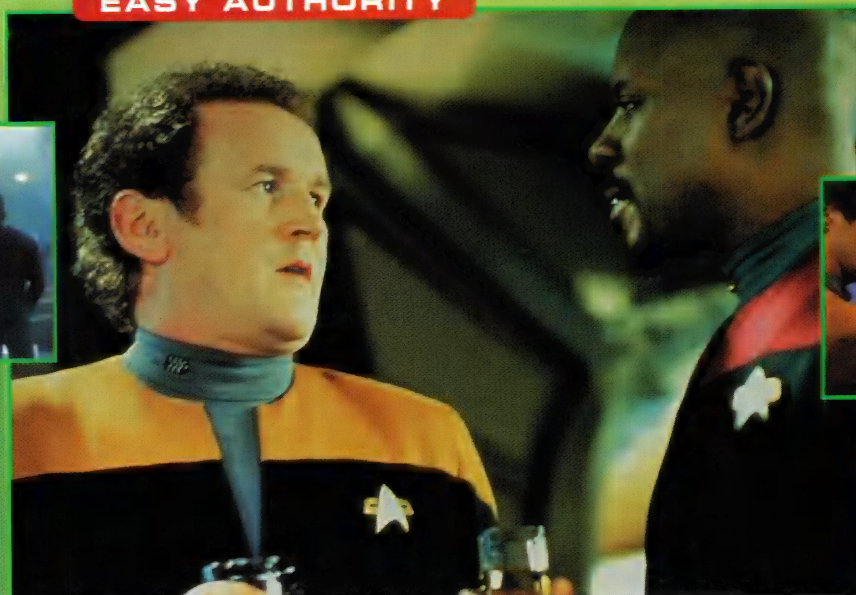
★ Respect

A natural leader himself, O'Brien also respects his commanding officers.



★ Keeping the peace

The chief lessens the tension between **Worf** and the **U.S.S. DEFIANT** crew.



EASY AUTHORITY

Miles O'Brien: Leader



★ Taking charge

In 2373, Keiko O'Brien is possessed by a Pah-wraith. The evil entity knows all about the chief's technical expertise, and insists that he carry out numerous modifications to DEEP SPACE NINE's systems. O'Brien enlists Rom's help to complete the work on time.

of organizing the clean up prior to Commander Benjamin Sisko's arrival, and quickly becomes familiar with the Bajoran people and the events leading up to the Cardassian withdrawal. He again shows an aptitude for leadership, and while Sisko investigates the newly-discovered Bajoran wormhole, Major Kira Nerys treats O'Brien as her second-in-command.

Rank makes no difference to a natural talent for command, and O'Brien has the respect of all those who work under him on the station's engineering staff. He sees things from the little man's perspective, and shares a rapport with his crew. He smooths the way with encouragement and humor,

and knows when to push the staff harder, and when to relax. He also keeps spirits up in a crisis by regaling his staff with tales of far tighter spots from which he has escaped. In 2372, he jokes with one crew member that unless he wants to hear again the story of how the *U.S.S. Defiant NX-74205* evaded a dozen Jem'Hadar ships during the Romulan invasion of the Founder homeworld the previous year, he had better get down to the torpedo bay and start working on the probe they need.

Loyal followers

The Ferengi Rom, the latest addition to O'Brien's staff in 2373, is so impressed by the chief that he takes to ordering the same breakfast – despite the fact that he is rostered on the night shift in waste extraction. Rom even agrees without hesitation to help O'Brien carry out a series of covert technical operations aboard the station; his faith in the chief remains absolute, even when he realizes that the modifications are



★ Inspiring loyalty

Rom's respect for Chief Miles O'Brien ensures that he never questions the chief's need for total secrecy.

unauthorized and is blamed for the sabotage. Once it is revealed that the work was at the behest of a Bajoran Pah-wraith in possession of O'Brien's wife, Keiko, and the situation is resolved, Rom's loyalty is rewarded with a permanent promotion.

O'Brien shows great respect for his own superiors, often praising captains Jean-Luc Picard and Benjamin Sisko in conversation with fellow NCOs and officers.

During an emergency aboard the *Defiant* in early 2372, Worf alienates members of the engineering crew with his brusque manner and inflexibility. O'Brien shares with the crew the empathy that Worf lacks, and they look to him for help. He would never publicly criticize an officer, and so instead tells the Klingon privately that he is riding the men a bit hard; they are used to being given a problem to solve and going away to do it. The chief understands their

★ Mirror hero

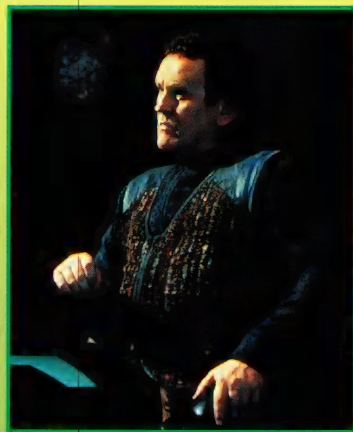
The mirror universe Miles O'Brien is also a natural leader. It takes a while for 'Smiley's' battered self-confidence to overcome his slave mentality, but he soon rises to the leadership circle of the Terran Rebellion.

"Give them a little slack. Ease up on the reins, let them do what they're good at. And give them a little encouragement now and then." — Miles O'Brien to Worf

point of view because he is one of their number. It is much to O'Brien's credit that Worf takes this on board and modifies his command style accordingly.

A people person

O'Brien at one point reveals that he used to get extremely bored in the *Enterprise* transporter room waiting for something to break down, whereas on *Deep Space Nine* he faces half a dozen new problems each day. On the starship he also worked alone for much of the time, but the greater responsibilities and instant staff his transfer gives him are obviously to the chief's taste. He remains a natural leader of the little people, while still being one of them.



O'BRIEN AS MENTOR

The chief and Nog

O'Brien is something of a mentor to the Ferengi Nog, who approaches the chief when he wants to engage in extra study to prepare himself for the Starfleet Academy entrance exam in late 2371. The chief is familiar with the demands of the exam, and uses his natural qualities of motivation and encouragement to put the young Ferengi at ease. After one or two complications, Nog passes the preparatory exam with flying colors, leaving O'Brien just a little rueful that when "that kid" graduates from the academy he will have to call him sir.

Nog serves on the *U.S.S. Defiant NX-74205* during the war with the Dominion, and O'Brien is on hand to calm the young Ferengi's nerves, reminding him to concentrate on his duties and not to worry about the Federation taskforce's inferior tactical position. O'Brien's vast battle experience, first gained fighting the Cardassians, inspires many members of the *Defiant* crew to perform their duties with the same focussed efficiency. In the heat of battle, his calm demeanor is just what is needed to save the day.

▼ Passing on experience

Among those who benefit from Chief O'Brien's good-humored tutoring is the Ferengi Starfleet cadet, Nog.



▲ The kid

The chief becomes quite fond of "the kid," as he refers to Nog. Even after the young Ferengi graduates from Starfleet Academy, he continues to welcome Chief O'Brien's advice during his first commission.

Yuta

The innocent-seeming, fresh-faced Yuta turns out to be a tragic figure. Charged at a young age with the role of assassin, her entire life is dedicated to avenging her clan.

Yuta is a beautiful and mysterious **Acamarian** girl. She is one of the two main servants of **Sovereign Marouk**, the leader of **Acamar III**. Among her duties, Yuta functions as a chef, preparing all meals for the Sovereign and her other servants, as well as tasting foods and beverages before Marouk consumes them. With her long blonde hair and soft features, Yuta appears to be somewhat shy and reserved, a young, serious Acamarian who cares greatly about her duty to her Sovereign.

Yuta's placid and pleasant exterior, however, masks a hidden lust for vengeance. Her fury is directed against the **Lornak** clan, an Acamarian family whose members ended a 200-year-old feud by killing most of the members of Yuta's

Tralesta clan 80 years before. Unknown to anyone, Yuta possesses the power of life and death, in the form of a customized microvirus that she can spread through a simple touch to any members of the Lornak clan she wishes to kill. Yuta's quest for retribution, however, is eventually exposed after she and Marouk travel aboard the **U.S.S. Enterprise NCC-1701-D**.

Instant attraction

Almost immediately after arriving on the starship, Yuta catches the eye of **Commander William T. Riker**, who finds her charming and attractive. Yuta is equally drawn to the first officer, but is unsure how to proceed with him. When Riker asks her what her specialty is as a chef, she earnestly replies, "I have none." Undaunted,

PROFILE ON YUTA

NAME: Yuta

LIFE FORM: Acamarian female

CLAN: Yuta is one of five surviving members of the Tralesta clan.

AGE: Yuta's exact age is not known. Her cells were altered by Acamarian medical technology to slow her aging process.

OCCUPATION: Yuta acts as a servant to the Acamarian leader, Sovereign Marouk, but her true role is that of an assassin.

CURRENT STATUS: Deceased.

FIRST SEEN: 'The Vengeance Factor' [TNG]



Yuta is a pretty Acamarian servant girl in service to Sovereign Marouk. Appearances can be deceptive, however, as Yuta is actually an assassin driven by revenge to kill members of the Lornak clan with the aid of a fast-acting microvirus.



★ Mysterious

Commander Riker is attracted to Yuta, although he finds her mysterious as she seems unwilling to talk about herself.

DEVOTED SERVANT

★ Earnest young woman

The young Acamarian girl appears to carry out her duties to the Sovereign Marouk earnestly and loyally.



Riker flirts coyly with her by saying, "You can't tell me that you haven't come up with a few culinary delights." This provocative comment pleases Yuta, who prepares a traditional Acamarian meal for him, which he finds delicious.

Destiny written

Despite the subterfuge of her servitude, which she uses to help her seek out members of the Lornak clan, Yuta has trouble seeing herself

as anything but a servant. As she tells Riker, who wishes to treat her as an equal, she is not used to equality because she has always served others. Yuta claims she can never have her freedom, nor can she experience true pleasure or passion. "My path is all too clear," she adds, which only confuses the smitten commander.



★ Ceremonial duties

Yuta apparently holds the Sovereign's complete trust. The servant is on hand to aid Marouk during important ceremonies.

All members of the Tralesta clan were thought to have been annihilated in a Lornak massacre, but five clan members, including Yuta, survived to plot their revenge. Yuta states, "On that day, a century ago, my life ended and my search began. I was the one chosen, transformed. My cells were altered and my aging slowed, enough to finish my task." Riker is startled when he later sees that Yuta has not aged since she was photographed 53 years before at the trial of **Penthor-Mul**, a Lornak clan member who mysteriously died before the trial's end.

Yuta's task of hunting down and killing the remaining Lornaks is unintentionally made easier when **Captain Jean-Luc**

OTHER CARDS IN THIS FILE...

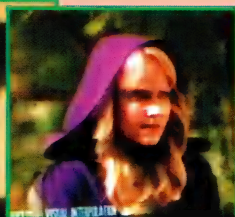
- 5 TAM ELBRUN
- 6 DEVINONI RAL
- 7 AHDAR RU'AF0

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STAR TREK: THE NEXT GENERATION.....File 69



Yuta



★ **Eternal youth**
Yuta has not aged a day since she attended the trial of Penthor-Mul, 53 years ago.



"I am the last of my line, but my clan will outlive yours!"

— Yuta to Volnoth

★ **Final fate**
Yuta's desire for revenge leads to her death. Riker is forced to kill her in order to protect the leader of the Gatherers.

★ **Bound by oath**
The tragic Yuta claims to feel that her fate and future have been mapped out for her.



★ Protective

Before learning her true identity, Riker is anxious to protect the innocent-seeming Yuta.

Picard intercedes as a negotiator between Marouk and Chorgan, the leader of a group called the Gatherers. These outcasts split off from Acamarian culture 100 years before, and now operate as a marauding band of wanderers.

Bloody history

The Gatherers are the last true Acamarian clan, all that remains of the centuries-long period of chaos on Acamar III. During this time, according to Marouk, clans such as the Lornaks and the Tralestas engaged in bloody, vengeful feuds that were passed from generation to generation, the violence escalating with each act of retribution. Picard convinces the Sovereign that making peace with the Gatherers is an important task, because these nomads are suffering in space and looting Federation outposts as a result. Unknown to him, however, negotiations with the Gatherers is even more essential for the Tralesta assassin Yuta, whose last two targets are members of the displaced group.

Yuta succeeds in murdering one of her targets, Volnoth, but her true identity is discovered by Riker. The commander is forced to kill Yuta when she attempts to assassinate Chorgan, now the last remaining Lornak. Standing faithfully beside Marouk during the opening rounds of the peace talks and dispensing Acamarian brandy

gives Yuta the opportunity to complete her mission, but Riker stops her by confronting her with the truth. Yuta, after a few strained denials,

drops her aura of sweet innocence and reveals her identity to all present.

Riker pleads with Yuta to surrender, saying that he has seen the part of her that regrets what she has become. Yuta, however, feels that she has no choice but to follow through on her attempt to kill Chorgan. Her loyalty to her clan is stronger than any feelings she has for Riker, or for saving herself.

Riker regretfully fires his phaser twice at her, with little effect. It is only when he places it on its maximum setting that he is able to stop Yuta, killing her as she lunges at Chorgan.

Outdated loyalty

Despite her mission, Yuta cannot escape the fact that it is she, and not the Gatherers, who clings to the vestiges of Acamar III's divisive clan culture. Yuta's oath of vengeance has long ago been superseded by the passage of time, but her blind loyalty robs her of the ability to choose the peaceful path most Acamarians now walk.

SHOCKING DISCOVERY

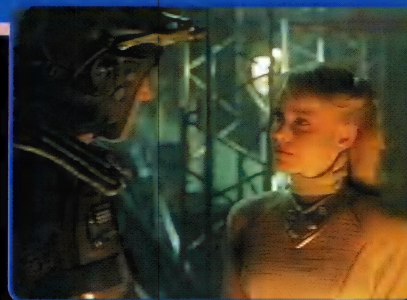
Cold-blooded killer

The other side of Sovereign Marouk's sweet-faced servant is revealed to only a select few – namely her victims. Yuta's aging process has been deliberately slowed down in order to hide her true identity and allow her to get close to her targets, the surviving Lornaks. It is not only the Acamarian's outward appearance that serves as a disguise, however; her kindly demeanor is just as good a mask of her true purpose.

Yuta reveals her identity to Volnoth, a Gatherer and the oldest remaining Lornak, before she kills him. Volnoth is shocked when he realizes who Yuta is, especially since she has not changed since the trial of Penthor-Mul so long ago. The hard edge of Yuta's hate becomes apparent as she confronts Volnoth; the microvirus that she spreads to him causes his heart to stop, but leaves no apparent cause of death. The virus is designed to attach only to cells with specific DNA make-up, making it "tailor-made for enemies," as Commander Riker puts it. It is also tailor-made for Yuta, who is the perfect carrier; her DNA is different from the Lornaks', leaving her unaffected.

▶ No quarter

Commander Riker cannot let his fondness for the pretty Yuta affect his professional duty. Despite the bond that has grown between them, he is forced to pull a phaser on her, and eventually kills her.



▶ Tragic victim

Volnoth, an elderly member of the Gatherers is a member of the Lornak clan. He is one of Yuta's last victims.



▶ Perfect killer

The U.S.S. ENTERPRISE crew track down the cause of Volnoth's death – an ingenious microvirus.

FILE 57 OMNIPOTENT BEINGS

The Inimitable Q

Q is a thorn in the side of many mortals, but his favorite 'pet' remains Captain Jean-Luc Picard of the *U.S.S. Enterprise NCC-1701-D*. Over time, Q finds there is much he can learn from humans.

The superbeing known as **Q** is impish, cunning, malevolent, jovial, and supercilious – often all at the same time. He is variously a scoundrel, an outcast, and a dutiful operative of the **Q Continuum**, and over his many years of dealing with mortal beings, he becomes an instrument of change even as he himself changes.

This shift has mainly to do with his contact with the human race, and one human in particular – **Captain Jean-Luc Picard**. Q's attitude to humanity changes markedly over the

years, as he uses Picard and the senior officers of the *U.S.S. Enterprise NCC-1701-D* as a gauge of human potential.

Incredible abilities

As a member of the Q Continuum, Q has powers that make him godlike next to the races that typically serve aboard **Starfleet** vessels. He can appear and disappear at will, alter his form to anything he wishes, from a **Belzoidian flea** to a **Markoffian sea lizard**, and move starships halfway across the Galaxy in a nanosecond. He can even alter the gravitational constant of the universe,

PROFILE ON Q

NAME: Q

LIFE FORM: Male member of the Q Continuum.

KNOWN RELATIONS: Q has fathered one son by a female of his race.

FIRST ENCOUNTER: In 2364, Q appears on behalf of the Q Continuum to try humanity for its crimes. Instead of condemning the "childlike" race, however, Q finds himself impressed with their eloquence and integrity.

VISITATIONS: Q continues his obsession with humans by returning to plague Starfleet officers again and again.



▲ The immortal, all-powerful Q plagues 'inferior' life forms across the Galaxy. Unexpectedly, however, he comes to form a certain attachment to the mortal human race through his adventures with Starfleet.

FIRST SEEN: 'Encounter at Farpoint' [TNG]; 'Q-Less' [DS9]; 'Death Wish' [VOY]

TESTING HUMANITY



★ Introduction

Q introduces the crew of the *U.S.S. Enterprise* to the threat of the Borg. The superbeing throws the starship into the Gamma Quadrant.

and appears surprised to discover that humans cannot do the same when he suggests doing just this

to save the planet **Bre'el IV** from colliding with its moon, whose orbit has been altered by a passing celestial object. Q himself

is easily able to restore the moon to its regular orbit, and does so in a gesture that, for him, is unusually magnanimous.

★ Judge

Q first appears to the *U.S.S. Enterprise* crew in the form of a 22nd-century courtroom judge, from a rather violent era of human history. The superbeing judges humans to be a savage race.



★ Games

Q finds a new commander and crew to annoy when he and Vash visit space station **DEEP SPACE NINE**. The superbeing claims that Captain Sisko is easier to irritate than Picard.

Immortal being

Q's people are virtually immortal, and as such he has witnessed billions of years of history, and can travel back and forth through time as easily as he manipulates any other apparent constant. He has witnessed the beginning of life on Earth, and has extensive knowledge of the civilization that existed on the planet **Tagus III** more than two billion years ago; he describes them as a race who "really knew how to have fun." Q appears to be perfectly capable of displacing other beings in time, and even of creating alternate futures in which he can show people what

OTHER CARDS IN THIS FILE...

- 2A Q TESTS THE *U.S.S. ENTERPRISE*: PART 1
- 2B Q TESTS THE *U.S.S. ENTERPRISE*: PART 2

SEE OTHER FILES...

STAR TREK: THE NEXT GENERATIONFile 69

The Inimitable Q



★ Altering time

Q has the power to allow Captain Picard to alter his past and put right his mistakes.

may lie ahead for them. He can also create completely fictitious realities as easily as any holodeck, only his are far more real.

Black sheep

Q's relationship with his peers in the Continuum is complicated and sometimes strained. His endless taunting of inferior species such as the **Calamarain**, earns him a reputation as a troublemaker. In 2366, he is stripped of his powers, and banished by his people for bringing them into disrepute.

Q redeems himself with one selfless act – sacrificing himself for the good of the *Enterprise* – and is allowed to rejoin the Continuum. Thereafter he behaves himself, and becomes the epitome of responsible behavior – most of the time. His missions during this period include the evaluation of **Amanda Rogers**, the daughter of two Q who chose to leave the Continuum, and the tracking down of a renegade Q who becomes known as **Quinn**. He nevertheless finds time to pursue his own projects, such as taking the human archeologist **Vash** on a wild trip around the **Gamma Quadrant**, and irritating **Commander Benjamin Sisko** and his long-suffering crew on *Deep Space Nine*. The fact that Q only makes one visit to *Deep Space Nine*, however, may indicate that he takes on board the genuine discomfort he causes the station's crew, and knows when to leave them alone. He appears to much prefer butting heads with **Picard** and **Captain Kathryn Janeway**, both of whom seem to develop at least a mild fondness for him over the course of his visits. Indeed, when Q is temporarily deprived of his powers by his people and seeks asylum on the *Enterprise*, he claims that Picard is the best friend he has in the universe.

Probably Q's most important

★ Human frailties

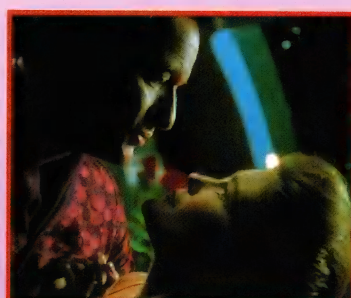
As a mere mortal human, Q is shocked by the pain that a back ache can bring.



achievement takes places when the Continuum lapses into civil war over the suicide of Quinn.

Chosen mate

Q's original intention is to mate with Captain Janeway aboard the **U.S.S. Voyager NCC-74656**; despite his long-term relationship with a female of his own race that has endured for four billion years, he has developed a certain regard and even attraction for 'Kathy.' His request is not entirely selfish; he believes the child will restore stability to the fractured Continuum



★ Courtship

Q's attempts to woo 'Kathy' into having his child include writing her Drabian love sonnets.

by introducing new blood into the ancient mix, as well as incorporating the best aspects of humanity alongside those of the Q.

Q appears to be genuinely fond of Janeway, but the fact that he does not return her and her crew to the **Alpha Quadrant** – an act of which he is more than capable – suggests a more petulant side to his nature. Or perhaps it is a

★ Final trial

Q helps Picard to save mankind's existence by solving the deadly riddle of a temporal anomaly.



genuine ignorance of how sad the crew are to be stranded on the other side of the Galaxy, far from their friends and family.

Q's appearance on any Starfleet vessel remains a guarantee of mayhem and sometimes extreme danger, but his visitations can also have an unexpectedly positive outcome. It is all part of the enigma that is Q.

"There you go again, blaming me for everything. Well, this time I'm not your enemy." — Q to Captain Picard

DISGUISES OF Q

Immortal antics

Many of Q's problems stem from his warped sense of fun and the need to keep himself entertained. He revels in casting himself as **Sir Guy of Gisbourne** in a **Robin Hood** fantasy, and even gives the scenario a life of its own to increase its entertainment value. He appears on captains **Picard** and **Janeway's** bridges in many outlandish guises, including an old man with an ear horn, a 22nd-century courtroom judge, and bizarre parodies of **Commander Chakotay** and **Lt. Commander Data**. For the most part, however, he dons a Starfleet admiral's uniform. Q has been responsible for many minor irritations, such as turning **Dr. Beverly Crusher** into a **Red Setter**, but he is also known for occasional acts of kindness – as when he restores the moon of **Bre'el IV** to its correct orbit.

◀ Colorful characters

Q enjoys appearing in costumes as colorful as his own character, and has been known to dress up as figures from Earth's past.



▲ Trickster

Q has a warped sense of humor, as shown when he materializes in the smoke from Picard's cigar.

▼ Favorite form

Most often, Q appears in the guise of a Starfleet admiral, in order to advertise his self-importance.



Remote Control Headset

The remote control headset is a twin-unit device shared by two users. It is not known to be in general use in *Starfleet*, even though its designer is one of the organization's own brilliant and creative scientists, Lt. Commander Jadzia Dax. The equipment is designed for her Ferengi friend Quark, who must endure a bat'leth duel with a Klingon warrior.

The ingenuity of *Starfleet* personnel is recognized and admired throughout the *Alpha Quadrant*. They are highly trained in their fields, while also being flexible enough to delve into other subjects. A chief of operations or chief engineer may be called upon to save a starship or starbase from certain destruction,

for example, but the talent of being able to design new pieces of equipment, or modify existing systems, extends to many other *Starfleet* officers. An excellent example of such wide ranging talent is demonstrated in 2373, by a unique device tailor-made for Quark on station *Deep Space Nine*. The piece of equipment is a remote control headset system,

designed by Lt. Commander Jadzia Dax for the sole purpose of helping her Ferengi friend Quark impress his Klingon ex-wife Grilka by fending off a challenge from her bodyguard Thopok.

Realizing that Quark must combat a ferociously strong Klingon warrior, Dax calls upon her scientific expertise to produce a two-part system that allows Worf



▲ In 2373, Quark challenges his Klingon ex-wife Grilka's bodyguard to a bat'leth duel. The Ferengi has no fighting skills, however, and little hope of surviving the challenge without the outside help of the remote control headset.

INTERACTIVE UNIT

The shoulder unit's two arms contain optronic relays that provide the controller with a field of vision.

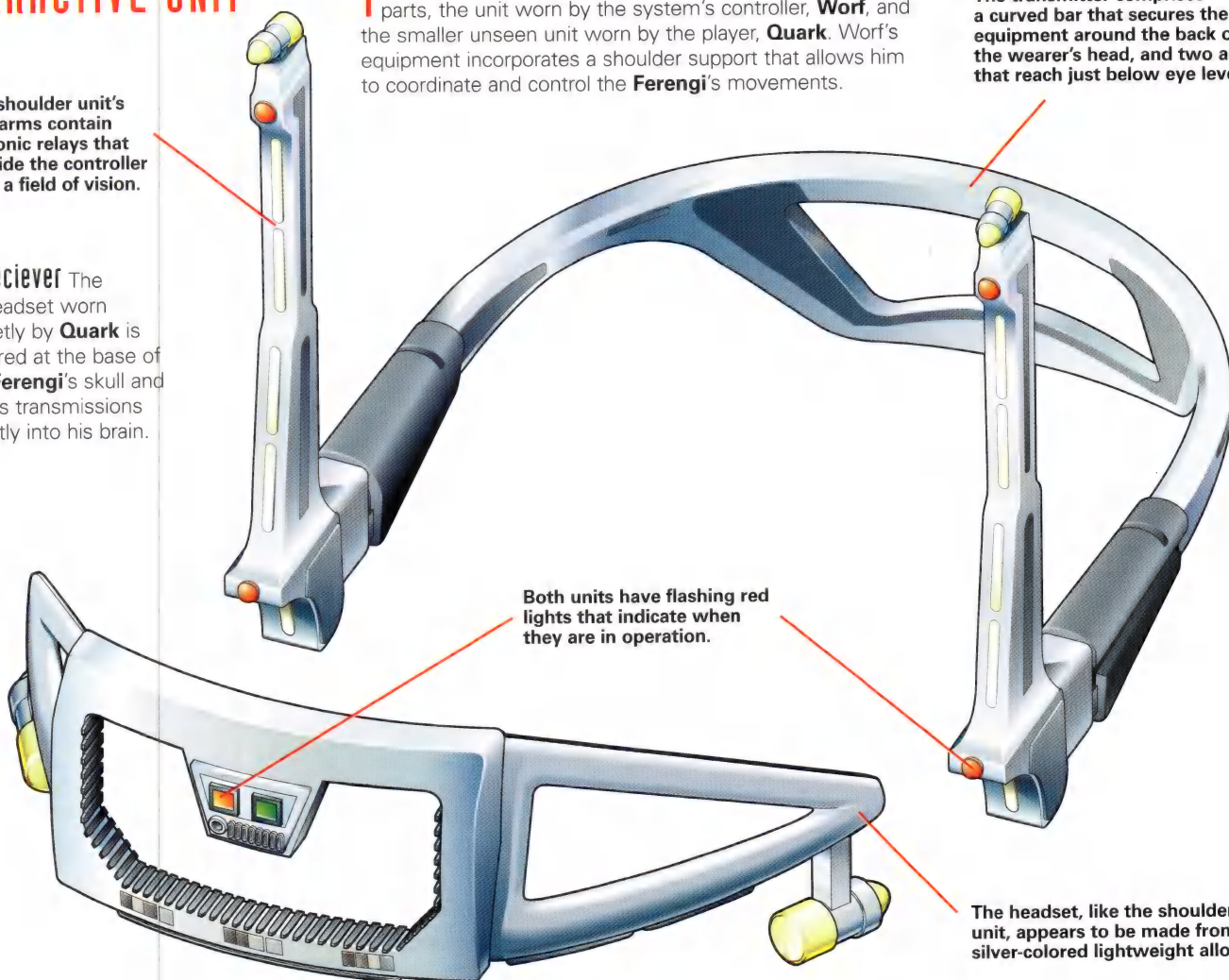
2 **Receiver** The headset worn secretly by Quark is secured at the base of the Ferengi's skull and sends transmissions directly into his brain.

1 **Transmitter** The remote control headset consists of two parts, the unit worn by the system's controller, Worf, and the smaller unseen unit worn by the player, Quark. Worf's equipment incorporates a shoulder support that allows him to coordinate and control the Ferengi's movements.

The transmitter comprises a curved bar that secures the equipment around the back of the wearer's head, and two arms that reach just below eye level.

Both units have flashing red lights that indicate when they are in operation.

The headset, like the shoulder unit, appears to be made from a silver-colored lightweight alloy.



Remote Control Headset

to effectively take control of Quark's body, acting as a 'puppeteer' to the hapless Ferengi's every move. The equipment takes the form of a shoulder-mounted system worn by Worf in one of *Deep Space Nine's* holosuites, while Quark wears a secretly mounted headset in the neighboring holosuite. This suggests that while the remote control system is extremely flexible, powerful, and responsive, it may have a relatively short operating distance.

Shoulder unit

The shoulder unit worn by Worf is made up of a lightweight alloy material that is silver in color, and consists of three sections. Curving around the back of the neck, the main element is a rounded bar with a rectangular cross-section of differing thickness. Attached to the rear of the bar is a downward sloping section, which rests directly on Worf's upper back and effectively anchors the unit in position, preventing it from slipping backward over the neck, or from simply falling off during combat. This simple, but highly effective, retention mechanism allows Worf to carry out a number of physically demanding moves without the unit becoming dislodged, although a



▲ The receiving headset unit is a small device that can be secretly secured to the user. It is designed to fit neatly to the base of Quark's skull.

certain amount of care does have to be exercised to keep the remote control unit fully functional. Activation of the device is carried out at the rear of the curved section by a single button which, when pressed, gives out an electronic audible signal to show the system is ready for use.

The front ends of the curved bar thicken in order to allow two other sections to connect. At around 20 to 30 centimeters in length, these identically shaped and sized bars are positioned at 90 degree angles from the termination points of the curved section, and angle inward slightly, directly in front of Worf's face. Similar in thickness to the ends of the curved bar, the base of the units' arms taper to a narrower thickness, which makes up the



▲ The shoulder unit fits securely on the back of the remote control system's controller, with two arms positioned just below eye level.

majority of the length and terminates in an enlarged projection that angles forward away from the operator. Activation of the system is indicated by red flashing lights that issue from this projection at the top of the bar, as well as two smaller lights at the very bottom of the arms where they connect to the curved section.

Field of vision

In order to allow a clear field of vision, these arms of the unit's shoulder section do not extend any higher than Worf's upper jaw. Nevertheless, the Klingon officer keeps his head relatively still while the unit is transmitting his body's movements, and concentrates his gaze forward at all times. This suggests there is a field of vision



▲ Jadzia Dax is the designer of the remote control headset. She monitors the operation of the interactive system throughout Quark's battle.

projected by the bars directly in front of him, which the user can maintain by keeping his head still.

Each part of the remote control equipment is precisely aligned to work as a greater whole; when the left arm is snapped off the shoulder unit by Worf's *bat'leth*, this instantly destroys the connection with the receiving remote control headset worn by Quark. The shoulder unit's arms contain the vital **optronic relays** that translate and send the information of Worf's movements to Quark's brain.

The receiving unit, which is constructed of a similar lightweight alloy to the transmitter worn by Worf, is directly attached to the rear of Quark's head at the base of the skull. Consisting of a narrow curved metallic alloy bar fitted underneath Quark's rear headpiece, the enlarged rectangular black center section of the unit rests over the base of the Ferengi's skull, where it relays stimuli directly into his brain. A flashing red indicator light shows when the unit is operational, and it is activated and deactivated by a touch sensitive switch on the bottom right hand side. Quark's movements are completely taken over by the transmitter, and such is the power of the system that the Ferengi is unable to physically override the movements made by Worf on his behalf; he himself has no control over his body.

After effects

The device proves to be a highly interactive two-way system – Worf gets the physical sensations of the battle and is able to react accordingly, controlling Quark's every move in three dimensions. Unfortunately, the Ferengi's fitness does not match Worf's – his limited flexibility and strength leaves Quark suffering more from the movements Worf puts him through than from the battle itself.



▲ The remote control system consists of two small pieces of equipment, but these are powerful enough to completely manipulate the movements and reflexes of the person wearing the receiving headset. Quark is able to hold his own against a formidable Klingon warrior when he receives the transmissions sent out by Worf's shoulder unit.



'Descent' Part I

The *U.S.S. Enterprise NCC-1701-D* arrives too late to help a Federation science station destroyed by the Borg. The drones found by the crew at the outpost are not like the automatons Starfleet has encountered in the past, however — these Borg seem capable of thinking for themselves.

CAPTAIN'S LOG

STARDATE: 46982.1

"Because of his unusual behavior on the planet's surface, Commander Data has asked to be temporarily relieved of duty. Unfortunately, this means he will not be able to help us investigate a disturbing new change in the behavior of the Borg."

The *U.S.S. Enterprise NCC-1701-D* receives a distress call from the Federation science station on **Ohniaka III**; the outpost is under attack. **Commander Riker**, **Lt. Worf**, and **Lt. Commander Data** beam down to the planet's surface to discover an old adversary — the **Borg**. During a short exchange of **phaser** fire and a frenzied struggle, Data finds himself experiencing his first emotion: anger.

Captain Picard is informed of startling new changes witnessed in the Borg, and contacts **Starfleet Command**. Meanwhile, Data attempts to duplicate the conditions of the incident, since his previous efforts to provoke emotions through other stimuli have failed. Before he can finish his experiment, however, the Borg ship appears, and the *Enterprise* gets pulled through a **subspace distortion**. Two drones beam aboard; they are easily stopped, and the *Enterprise* crew detains one of them.

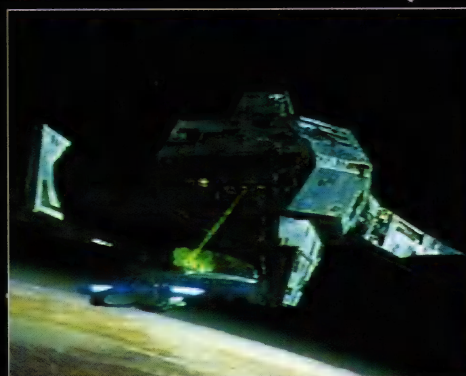
Individuality expressed

The captured Borg claims his name is **Crosis**. He talks of destroying all biological organisms, but tells Data that he could be assimilated instead. He also claims that he can help the android to find emotion. This prompts Data to leave with the Borg drone, and the two escape via shuttlecraft through a **transwarp conduit**.

Geordi La Forge is able to follow the shuttlecraft by using a **tachyon surge** to trigger the transwarp conduit. By tracking the vessel's energy signature, the *Enterprise* is able to locate it on a sensor-shielded world. Picard assembles an away team to search the planet, leaving **Dr. Beverly Crusher** in command of the *Enterprise*.

Picard's team searches for hours, and eventually discover a lone structure on the planet's surface. Once inside, they are quickly captured by a group of Borg — led by **Lore**, Data's evil brother. Data also joins Lore on his high podium, startling his audience with the proclamation, "The sons of **Soong** have joined together ... and together we will destroy the Federation."

ON SCREEN...



1 The *U.S.S. ENTERPRISE* is attacked by a **BORG VESSEL** that shows none of the symmetry of the **BORG CUBES**. Its drones display a similar level of individuality.



2 Data is surprised to find himself experiencing emotions, including anger and pleasure, during the fight. He later tries to recreate these feelings on the holodeck.



3 **Crosis**, a Borg captured by the *ENTERPRISE* crew, tells Data that he can help the android to realize his dream of mastering human emotions.



4 **Crosis** escapes the *ENTERPRISE* in a shuttlecraft, accompanied by Data. The shuttle is tracked to a remote planet, where it is found abandoned.



5 *ENTERPRISE* away teams scour the surface for clues. Despite atmospheric interference, tricorder readings lead them to a huge structure.



6 Once inside the building, the Starfleet officers are surrounded by Borg drones led by Lore. The android has Data with him, apparently on his side.

STARSHIP FACTS

Data plays a game of poker with three holograms of famous scientists **Isaac Newton**, **Albert Einstein**, and **Stephen Hawking**.



'Descent' Part II

Captain Jean-Luc Picard and his away team find themselves at the mercy of Lore's group of self-aware Borg, until an old ally offers to help them. Hugh and his own band of followers have had enough of the egotistical android's leadership, and are prepared to help Picard's crew take him down.

Dr. Beverly Crusher is left in charge of the *U.S.S. Enterprise NCC-1701-D* while an away team searches a nearby planet for the missing Lt. Commander Data. On the surface, Captain Picard, Deanna Troi, and Geordi La Forge hear Lore explain how the return of Hugh – a Borg who gained self-awareness after being rescued by the *Enterprise* – left a group of drones in a state of confusion. An emotional vacuum was created that Lore, with the aid of Data, now aims to correct.

La Forge presumes that Lore must be using part of Dr. Soong's emotion chip to control Data; his ethical program appears to be disabled. Before Geordi has a chance to reboot Data, however, he is taken away to be a test subject in Lore's experiments.

The *Borg Vessel* reappears. Dr. Crusher, under orders to leave orbit, fails in her first attempt to retrieve all of the away team, but returns to the far side of the planet to try again. She has just enough time to beam the remaining crew on board, and then uses metaphasic shielding to hide from the Borg in the corona of a nearby star. Ensign Taitt deploys a solar fusion eruption on the star's surface to destroy the *Borg Vessel*.

Dissatisfied Borg

Riker and Worf are met by a breakaway group of Borg led by Hugh. Hugh explains that when Lore found them, they were without purpose; the android promised a way out of the confusion. Some of the Borg have become disillusioned, however, especially as Lore's experiments have left many of their number mutilated. Hugh offers to help Riker and Worf find a way into Lore's compound.

Picard finally succeeds in rebooting Data's ethical subroutines. To test whose side the android is on, Lore asks his brother to kill Picard, and the android fails. Hugh prevents Lore from killing Data, and the evil android is then deactivated.

The away team return to their ship. Data is keen to destroy the emotion chip he took from Lore, but La Forge stops him. The engineer offers to keep it for his friend until Data feels he is ready to have it installed.

ON SCREEN...



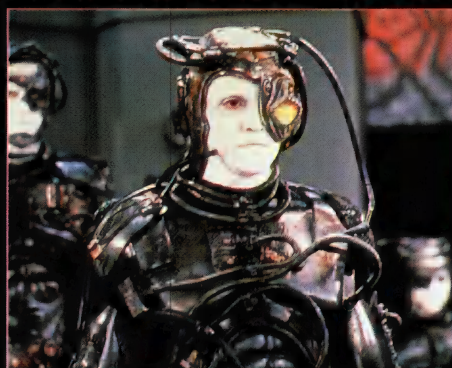
1 When Captain Jean-Luc Picard leads an away team down to a nearby planet, Dr. Beverly Crusher is left in charge of the orbiting *U.S.S. ENTERPRISE*. The ship is soon attacked by the Borg.



2 Lore explains that when Hugh returned to the Borg, the individuality he had gained from his time on the *ENTERPRISE* confused the other drones, throwing them into disarray. Lore stepped in to lead them.



3 Dr. Crusher defeats the *BORG VESSEL* by tricking its crew into entering a sun's corona, where the *ENTERPRISE* is able to generate a solar flare that the enemy vessel's shields cannot withstand.



4 The Starfleet officers are approached by their old friend Hugh. Some of the Borg have become disillusioned with the obviously evil Lore's leadership, and ask for help in defeating him.



5 Picard reboots Data's ethical program. When Lore asks his brother to shoot the captain, Data finds that he is unable to pull the trigger.



6 Back on the *U.S.S. ENTERPRISE*, Data is keen to destroy Lore's emotion chip, but Geordi offers to keep it for him. One day, Data may feel ready to install it.

STARSHIP FACTS

A Captain Picard suggests that Hugh is the ideal person to become the new leader of the self-aware Borg.



'Wrongs Darker than Death or Night'

Kira Nerys is shocked by Gul Dukat's claims that he once had an affair with her mother. A trip into the past, via a Bajoran Orb, forces Kira to confront some ugly truths — including the possibility that her mother was a Cardassian collaborator.

**'WRONGS DARKER
THAN DEATH
OR NIGHT'**

"The fact is that no matter what she did, she was still my mother."

— Kira Nerys

On the anniversary of her late mother's birthday, **Major Kira Nerys** receives a transmission from **Gul Dukat**. He taunts her, claiming that her mother was once his lover, and substantiates the claim by revealing highly personal — and accurate — details.

Nerys is traumatized by the experience. Desperate to discover the truth, she consults an **Orb**, and is transported back in time to the **Cardassian occupation**. Nerys meets her parents in an internment camp, but cannot prevent herself and her mother from being selected for the **Terok Nor** harem.

Adopting the alias of **Luma Rahl**, Nerys shares a room with her mother, **Kira Meru**, and helps her to overcome her fear of the Cardassians. Meru's first concerns are for her family, and Nerys is initially impressed by her resilient, defiant attitude. Over time, however, Meru becomes ever more accustomed to the comforts on offer, and is eventually quite willingly seduced by Dukat.

Changing views

Nerys is installed as her mother's companion, but she is appalled by Meru's willingness to maintain a relationship with Dukat. Meru claims she is doing so only to ensure food and medicine are passed to her family, but also claims that Dukat is not the monster everyone assumes. Nerys condemns her mother as a collaborator.

Others are working at removing Dukat, and Nerys is willing to plant a bomb in his quarters, primed to detonate three minutes after being set. It is impossible to disarm. After setting the bomb, she witnesses Meru viewing a message from her husband. He thanks her for ensuring the family has been transported back to **Bajor**; Meru has saved their lives. The woman's tearful response prompts a change of heart in Kira, and she warns both Meru and Dukat that an explosion is imminent. Once their lives are saved, Kira returns to the present day.

Back on **Deep Space Nine**, Kira still harbors conflicting emotions about her mother. She cannot condone Meru's actions, but acknowledges the strength of family ties.

ON SCREEN...



1 Gul Dukat contacts Kira Nerys on the day that would have been her late mother's birthday. To Kira's disgust, he claims to have been the Bajoran woman's lover.



2 Nerys is determined to learn the truth of Dukat's claims, and turns to the Prophets for help. She hopes that an Orb vision will show her what happened in the past.



3 Nerys travels back in time to her childhood, where she comes face to face with her parents and two younger brothers. Bajor is still under Cardassian occupation.



4 Nerys and her mother are among many Bajoran females chosen to be 'comfort women' — concubines to the Cardassian soldiers stationed on **TEROK NOR**.



5 To Nerys's utter horror, her mother seems to enjoy her relationship with Gul Dukat, and even defends his actions. Nerys accuses Meru of being a collaborator.



6 Despite her feelings, Nerys realizes that she does love her mother, and cannot let her die. She warns Meru and Dukat about a bomb planted by Bajoran loyalists.

STARSHIP FACTS

A Kira Nerys first meets her family when she chases off thieves who are trying to steal their meager food rations.

'Inquisition'

Dr. Julian Bashir is accused of being a Dominion spy by a man who claims to be Director Sloan of Starfleet Internal Affairs. It soon transpires that the events being played out are even more insidious than Sloan's fraudulent claims against the good doctor.

'INQUISITION'

"If what you say to me is true you function as judge, jury and executioner, and that's too much power for anyone."

— Dr. Bashir to Agent Sloan

Dr. Julian Bashir's vacation is cancelled when officers from **Starfleet Internal Affairs** arrive on **Deep Space Nine** to investigate compromised security; staff are confined to quarters prior to individual interviews.

Bashir's first meeting with Internal Affairs **Director Sloan** is informal, but it becomes apparent that the investigation is focussing on the doctor. The main period of attention is the five weeks Bashir spent in a **Dominion** prison; Sloan suggests that the only way he could have remained unharmed and have effected such an unlikely escape is by collaborating with the Dominion.

Bashir rejects the notion of being a traitor, and the further implication that he could be an unwittingly programmed Dominion spy. Nonetheless, his entire career comes under scrutiny, particularly the humanitarian aid he has given to enemies, and the deceit involved in concealing his genetic modification.

Under suspicion

The doctor is scheduled to be transferred to a maximum security facility, but before he can be moved, he is beamed aboard a Dominion ship. There, **Weyoun** attempts to convince Bashir that unknowingly, he has been passing on sensitive information. A short while later the **U.S.S. Defiant NX-74205** rescues Bashir, but a hostile crew view the abduction as confirmation of their friend's guilt. The doctor is initially distressed at their lack of faith – until he realizes his entire experience since waking has been a **holosuite** program.

Sloan has been testing Bashir's loyalty to the **Federation** for another purpose: recruitment to an unknown and untraceable branch of Federation security known as **Section 31**. Appalled by the department's lack of accountability, Bashir rejects the offer and is knocked unconscious.

Subsequent investigation hints that Section 31 really does exist. Sisko anticipates Sloan's return and says Bashir should accept the next recruitment offer – in order to investigate Section 31 from the inside.

ON SCREEN...



1 Agent Sloan arrives on **DEEP SPACE NINE**. He claims to be working on behalf of Starfleet's Internal Affairs department. He interviews all the senior officers, but seems most interested in Dr. Julian Bashir.



2 Sloan's methods seem unnecessarily harsh, so much so that Captain Sisko insists on sitting in on subsequent interrogation sessions.



3 Sloan's allegations are given credence when Bashir is transported onto a Dominion ship. Weyoun claims that the doctor is indeed a Dominion spy.



4 Bashir is rescued by his 'colleagues,' but inconsistencies make him realize that the events are nothing but an elaborate holodeck program.



5 Sisko and the rest of the **DEEP SPACE NINE** staff are horrified at the idea that Starfleet has a secret, covert operations wing. They carefully plot their next move.



6 Captain Sisko has a radical request for Bashir: the next time Section 31 try to recruit him, he should accept – and investigate the operation from the inside.

STARSHIP FACTS

Dr. Bashir guesses that the scenario is a holosuite program when 'Chief O'Brien' shows no evidence of the dislocated shoulder for which the doctor has recently treated him.

S continued

Strickler, Ensign

Member of **U.S.S. Voyager NCC-74656**'s crew. Strickler's death during a **Krenim** confrontation was later erased from history, and by 2375, he was collecting drilling bits and other equipment for **B'Elanna Torres**. (*Starship Log*: 'Year of Hell', Part I [VOY]) **SEE FILE 71**

strip

Ferengi money. Twenty strips equals one bar of **gold-pressed latinum**. A strip also represents 100 **slips**. A doctor on **Ferenginar** charges a patient two strips just to be in his waiting room. (*Starship Log*: 'The Alternate' [DS9]) **SEE FILES 14, 70**

Strnad star system

A planetary grouping temporarily inhabited by Earth settlers. In 2364, the ruling deity of the neighboring **Rubicun** system, the **Edo** god, objected to the colony's presence, so the population was relocated. (*Starship Log*: 'Justice' [TNG]) **SEE FILES 18, 69**

Strogerian

One of the 40 languages that **Commander Flaherty**, first officer of the **U.S.S. Aries NCC-45167**, spoke fluently. (*Starship Log*: 'The Icarus Factor' [TNG]) **SEE FILES 19, 69**

structural breach

An interruption, often catastrophic, in the framework of a starship or space station caused, usually, by enemy weapons or space phenomena. (*Starship Log*: 'Force of Nature' [TNG]; 'The Alternate' [DS9]) **SEE FILES 69, 70**

structural integrity field

A forcefield that strengthens the skeleton of a starship or space station. A starship's field prevents breaches during warp travel. The **U.S.S. Defiant NX-74205**'s structural integrity field grid was overhauled to keep the ship from tearing itself apart. (*Starship Log*: 'Tin Man' [TNG]; 'Starship Down' [DS9]) **SEE FILES 28, 59, 69, 70**

Stubbs, Dr. Paul

Astrophysicist, associated with the **Federation**, who planned an experiment in the **Kavis Alpha** sector in 2366. His transportation, the **U.S.S. Enterprise NCC-1701-D**, ran into difficulties that almost ruined 20 years of work. (*Starship Log*: 'Evolution' [TNG]) **SEE FILES 66, 69**



▲ In 2366, sentient nanites briefly jeopardized Dr. Paul Stubbs' neutronium-decay experiment.

stunstick

This handheld weapon is common among **Coalition** members on **Turkana IV**. The stunstick was a nightstick with an electrical charge. **William Riker** saved **Ishara Yar** after she was dazed by a stunstick. (*Starship Log*: 'Legacy' [TNG]) **SEE FILES 7, 69**



▲ Captain Styles believed that the **U.S.S. EXCELSIOR**'s revolutionary transwarp drive would help him catch **James Kirk**, but **Montgomery Scott** had already sabotaged the starship.

Sturgeon

Member of the **U.S.S. Enterprise NCC-1701** crew in 2266. Sturgeon lost his life on **M-113**, at the hands of the last of that planet's race of indigenous, sentient life forms. (*Starship Log*: 'The Man Trap' [TOS]) **SEE FILES 20, 68**

Styles, Captain

In 2285, this officer commanded the **U.S.S. Excelsior NX-2000**, the starship fitted with **Starfleet**'s first, but unsuccessful, **transwarp drive**. Styles tried to prevent **Captain Kirk** from going to the **Genesis Planet**. (*Starship Log*: *Star Trek III: The Search for Spock*) **SEE FILES 19, 31, 74**

Styris IV

Federation planet. In 2364, its population needed a rare vaccine from **Ligon II** to control a potential epidemic of fatal **Anchilles fever**. (*Starship Log*: 'Code of Honor' [TNG]) **SEE FILES 18, 69**

styrolite

This transparent substance covers and contains biological material. A child from **Darwin Genetic Research Station**, in stasis and sealed in styrolite, was beamed to the **U.S.S. Enterprise NCC-1701-D** for examination in 2365. (*Starship Log*: 'Unnatural Selection' [TNG]) **SEE FILES 18, 69**

Sub-Committees for Life Support and Agriculture

These branches of the **Monean Maritime Sovereignty** needed months to review a report from their scientific advisor, **Riga**. He recommended that oxygen extraction factories be shut down, and that suggestions from the crew of the **U.S.S. Voyager NCC-74656** also be implemented. (*Starship Log*: 'Thirty Days' [VOY]) **SEE FILE 71**

sub-nagus

A powerful regional business czar on **Ferenginar**. **Quark**'s business life was forever crippled by a district sub-nagus who was not happy about the young **Ferengi**'s relationship with his sister. (*Starship Log*: 'Playing God' [DS9]) **SEE FILES 14, 51, 70**

sub-nucleonic device

A disruptive mechanism that shut down ore processing on **Terok Nor**. **Kira Nerys** claimed to be planting a sub-nucleonic device on Level 21 at the time of **Vaatrik**'s murder. (*Starship Log*: 'Necessary Evil' [DS9]) **SEE FILE 70**

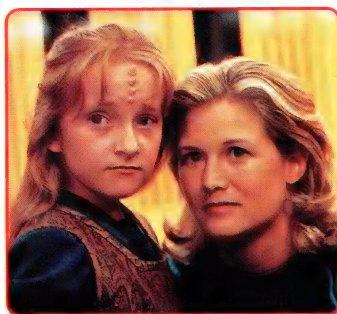
Strickler, Ensign
strip
Strnad star system
Strogerian
structural breach
structural integrity field
Stubbs, Dr. Paul
stunstick
Sturgeon
Styles, Captain
Styris IV
styrolite
Sub-Committees for Life Support and Agriculture
sub-nagus
sub-nucleonic device
sub-unit
subatomic dilution
subatomic disruptor
subatomic particle shower
subclass genus
subcutaneous transponder
subdermal devices
subahdar
subimpulse raiders
sublight
submicron matrix transfer technology
subnucleonic radiation
subroutines
subsection 1027, paragraph 3
subsonic transmitter
subspace
subspace radio



▲ Sturgeon was a crew member aboard the **U.S.S. ENTERPRISE** in 2266. He was tragically killed by the life form known as the salt vampire, on planet **M-113**.



▲ Quark's relationship with the sister of a sub-nagus had an adverse effect on his financial wellbeing.



sub-unit A **Borg** designation for offspring. **Seven of Nine** addressed **Naomi Wildman** as the sub-unit of **Ensign Samantha Wildman**, after Seven caught the child following her in 2375. (*Starship Log*: 'Infinite Regress' [VOY]) **SEE FILE 71**

◀ **Seven of Nine** once described **Naomi Wildman** as the sub-unit of **Samantha Wildman**.

subatomic dilution **Tom Paris**'s breakthrough suggestion for **Steth**'s problematic **coaxial drive**. Paris devised a subatomic dilution mechanism, similar to a 20th-century carburetor, that weakened the particle stream powering the alien drive. (*Starship Log*: 'Vis a Vis' [VOY]) **SEE FILE 71**

subatomic disruptor This advanced, 29th-century **Starfleet** weapon obliterates an object by ungluing its molecular cohesion. The **Federation Timeship Aeon** possessed such a device. (*Starship Log*: 'Future's End', Part I [VOY]) **SEE FILES 31, 71**

subatomic particle shower In 2372, the crew of the **U.S.S. Voyager NCC-74656** planned to create a shock pulse, in order to handle the subatomic particle shower that would surely follow once the particle chain reacted into a potentially ship-destroying explosion. (*Starship Log*: 'Twisted' [VOY]) **SEE FILE 71**

subclass genus **Neelix** used this phrase to describe **Tom Paris** in 2372, when the **Talaxian** was sure Paris was trying to move in on **Kes**. A subclass genus is, in effect, a 'low-life.' (*Starship Log*: 'Parturition' [VOY]) **SEE FILE 71**

▶ **The Talaxian Neelix** insulted **Tom Paris** by calling him a subclass genus.



subcutaneous transponder **SEE transponder, emergency**

subdermal devices These tiny gadgets are injected beneath the skin, often for surreptitious purposes. A **medical subdermal bioprobe** can relay patient information, but **Captain Janeway** once used one to covertly transmit her status to the **EMH**. A subdermal communicator was used in the **mirror universe** to secretly keep **Terran** operatives in contact with each other. (*Starship Log*: 'Through the Looking Glass' [DS9]; 'Sacred Ground' [VOY]) **SEE FILES 70, 71**

subahdar In the **Son'a** hierarchy, the subahdar served under the **ahdar**. **Ahdar Ru'afo**'s next in command was **Subahdar Gallatin**. (*Starship Log*: *Star Trek: Insurrection*) **SEE FILES 18, 58, 80**

subimpulse raiders Another name for the **Bajoran Fighter Ship**. The **Bajorans** used these non-warp, two-person spaceships to harass **Cardassians** during the occupation. In 2370, **Kira Nerys** and **Jadzia Dax** repaired a subimpulse raider hidden on the **Lunar V Base**, employing **Tobin Dax**'s **phase coil** expertise. (*Starship Log*: 'The Siege' [DS9]) **SEE FILES 40, 70**

sublight **See impulse drive, space normal**

submicron matrix transfer technology A process introduced in 2366, during a **Federation** cybernetics conference that **Data** attended. He was inspired to use the innovative transfer technology to replicate his own **positronic** matrix, with limited success. (*Starship Log*: 'The Offspring' [TNG]) **SEE FILE 69**

subneucleonic radiation A type of destructive energy emanating from subatomic particles in a **Mutara-class** nebula. In 2374, the **U.S.S. Voyager NCC-74656** crew were placed in stasis until subneucleonic radiation levels had subsided. (*Starship Log*: 'One' [VOY]) **SEE FILES 5, 71**

subroutines A computer program within a larger program. **Subroutine C-47** on the **U.S.S. Enterprise NCC-1701-D** processes noncritical systems; when it was damaged in 2369, the ship's noncritical systems behaved erratically. Deprived of his personality and ethical subroutines, the **EMH** would be robotic, and ignorant of right and wrong. (*Starship Log*: 'A Fistful of Datas' [TNG]; 'The Swarm' [VOY]) **SEE FILES 56, 69, 71**

subsection 1027, paragraph 3 A **Ferengi** trade bylaw regarding improper supervision of family members. **Quark**, being the eldest in his family, was charged with improper supervision in 2371, after his mother was found making profit. (*Starship Log*: 'Family Business' [DS9]) **SEE FILES 51, 70**



▶ **Lshka's profit-making** meant **Quark** had violated **subsection 1027, paragraph 3** of **Ferengi** trade laws.

subsonic transmitter This equipment broadcasts sound outside the range of human hearing. In 2267, **Spock**'s subsonic transmitter created irritating, but inaudible, sounds that led to the elimination of the **Omicron Ceti III** spores. (*Starship Log*: 'This Side of Paradise' [TOS]) **SEE FILES 18, 68**

▶ **Mr. Spock** created a subsonic transmitter to eliminate the spores on **Omicron Ceti III**.



subspace An underlying phase of normal space. Warp drive travel and realtime space communications, known as **subspace radio**, achieve virtual faster-than-light speeds by riding the subspace thoroughway. (*Starship Log*: 'Balance of Terror' [TOS]; 'Encounter at Farpoint' [TNG]; 'Emissary' [DS9]; 'Caretaker' [VOY]) **SEE FILES 63, 68, 69, 70, 71**

subspace radio This virtual faster-than-light communications system, employing **subspace carrier waves**, was developed a century after warp drive. Speeds of up to **warp factor 9.999** are achieved if transmissions are boosted by subspace relay stations, and are not impeded by subspace interference. (*Starship Log*: 'Balance of Terror' [TOS]; 'Aquel' [TNG]; 'Destiny' [DS9]; 'Caretaker' [VOY]) **SEE FILES 63, 68, 69, 70, 71**



S continued

subspace vacuole

A naturally reoccurring bubble that formed on the **Vhnori** homeworld and then traveled through **subspace** to another planet. The Vhnori used the vacuoles to transport their dead to the afterlife. (Starship Log: 'Emanations' [VOY]) **SEE FILES 18, 71**

subspace weapons

A type of armament that functions in subspace with uncontrollable and cataclysmic results, such as unzipping the fabric between normal space and subspace. The **Khitomer Accords** outlawed such devices. (Starship Log: *Star Trek: Insurrection*) **SEE FILE 80**

Subytt smugglers

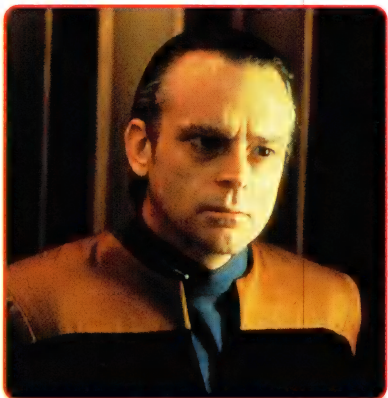
These Subytt nationals docked their freighter at station **Deep Space Nine** in 2370. **Quark** learned they were smuggling faulty **isolinear rods** to **Bajor** and informed **Odo**. Three Subytt crew members were subsequently arrested. (Starship Log: 'The Homecoming' [DS9]) **SEE FILE 70**

suck salt

A small cylinder of salt meant to be held and slowly ingested. **Qualor II** piano bar musician **Amarie** was addicted to suck salt, which she characterized as a nasty habit. (Starship Log: 'Unification', Part II [TNG]) **SEE FILE 69**

Suder, Ensign Lon

Maquis fighter, engineer, and homicidal **Betazoid**. Lon Suder joined the crew of the



U.S.S. Voyager NCC-74656 in 2371. A year later, he killed a crewmate. Suder redeemed himself in 2372, and died while saving the *Voyager* crew. (Starship Log: 'Meld' [VOY]) **SEE FILES 43, 71**

▲ **Lon Suder felt no remorse over the many violent crimes he committed. In 2372, Tuvok mind-melded with Suder in an effort to understand why the ensign killed Engineer Frank Darwin.**

Sulan

Highest-ranking **Vidlian** surgeon in 2371. Sulan's dedication to ending the **phage** eclipsed his regard for other life forms. His experiments on sentient beings included **B'Elanna Torres**, from whom he collected **Klingon** DNA. (Starship Log: 'Faces' [VOY]) **SEE FILE 71**

Sullivan, Rebecca

Maquis fighter and wife of **Michael Eddington**. In 2373, Rebecca's intercepted message about cloaked missiles bound for **Cardassia** freed her husband shortly before the **Jem'Hadar** razed **Athos IV**. (Starship Log: 'Blaze of Glory' [DS9]) **SEE FILES 18, 43, 70**



▲ **Hikaru Sulu's years of loyal service aboard the U.S.S. ENTERPRISE were rewarded with the captaincy of the U.S.S. EXCELSIOR.**

Sulu, Demora

Hikaru Sulu's daughter, and helm officer on the **U.S.S. Enterprise NCC-1701-B** in 2293. **James Kirk** met her minutes before his apparent death. (Starship Log: *Star Trek: Generations*) **SEE FILES 23, 43, 78**

Sulu, Hikaru

James Kirk's unflappable and loyal helm officer, from 2265 to the 2290's. Sulu fathered a daughter, **Demora**, in 2271. In 2290, Sulu witnessed the explosion on **Praxis** from the captain's chair of the **U.S.S. Excelsior NCC-2000**. The **mirror universe** contained a sadistic, unbalanced Sulu serving as security chief. (Starship Log: 'Where No Man Has Gone Before' [TOS]; 'Flashback' [VOY]; *Star Trek: The Motion Picture*) **SEE FILES 43, 68, 71, 72**

Suna

This humanoid native of **Tilonus IV** used a sophisticated mind-controlling apparatus on **William Riker**, after his capture in 2369. Suna was determined to learn Riker's secrets, but did not. (Starship Log: 'Frame of Mind' [TNG]) **SEE FILE 69**

Sunad

This **Zalkonian** starship commander enforced a genocidal program that almost wiped out any Zalkonian exhibiting **isoelectrical bursts**. Sunad wrangled with the crew of the **U.S.S. Enterprise NCC-1701-D** for custody of 'John Doe' in 2366. (Starship Log: 'Transfigurations' [TNG]) **SEE FILE 69**

Supera, Patterson

A child living on the **U.S.S. Enterprise NCC-1701-D** in 2368. Patterson distinguished himself in a shipboard science fair. He was trapped in a turbolift with **Captain Picard** when a **quantum filament** disabled the ship. (Starship Log: 'Disaster' [TNG]) **SEE FILE 69**

supernova

A libation served at **Quark's bar** that takes its name from the scientific term for an exploding star. **Quark** assembled supernovas by hand in 2374, while his **replicator** was off line. (Starship Log: 'Valiant' [DS9]) **SEE FILES 27, 70**

Supervisor 194

This was the title given to a human male by unknown aliens, when they sent him to help the Earth of 1968. Supervisor 194 was also assigned the code name of **Gary Seven**. (Starship Log: 'Assignment Earth' [TOS]) **SEE FILES 66, 68**

subspace vacuole
subspace weapons
Subytt smugglers
suck salt
Suder, Ensign Lon
Sulan
Sullivan, Rebecca
Sulu, Demora
Sulu, Hikaru
Suna
Sunad
Supera, Patterson
supernova
Supervisor 194
Supreme Directive 2645
Supreme Tribunal
Surak
Sural
Surat, Jal
Surata IV
Surchid, Master
Surgical Chancellor
surgical scrubber
Surjak
Surmak Ren
Surplus Depot Zed-15
Suspiria
Sutherland, U.S.S.
Sutok
Sutter, Clara
Sutter, Ensign Daniel
Suvin IV



▲ **Demora Sulu followed in her father Hikaru's footsteps when she joined Starfleet and served aboard the U.S.S. ENTERPRISE.**



▲ **Supervisor 194 was a human male, raised by aliens, who also went by the name of Gary Seven.**



Supreme Directive 2645

This **Cardassian** law was ignored on **Cardassia IV**, as **Bajoran** prisoners were still found there in 2370.

The **Cardassian High Command** apologized to the Bajorans and punished the camp prefect. (*Starship Log: 'The Homecoming'* [DS9]) **SEE FILE 70**

◀ **Bajorans were still kept prisoner on Cardassia IV in 2370, a direct violation of Cardassian Supreme Directive 2645.**



Supreme Tribunal

The **Cardassian** equivalent of a Supreme Court, presided over by the **Chief Archon**. **Tekeny Ghemor** discussed the Supreme Tribunal and the **Dominion** takeover with **Kira Nerys** during his **Shri-tal**. (*Starship Log: 'Ties of Blood and Water'* [DS9]) **SEE FILES 50, 70**

Surak

This **Vulcan** male ushered in the **Time of Awakening** on **Vulcan** by founding a movement based on logic and peace. **Spock** met a replica of Surak on **Excalbia** in 2269. (*Starship Log: 'The Savage Curtain'* [TOS]; 'Gambit', Part II [TNG]) **SEE FILES 8, 68, 69**

Sural

A name vetoed as a suitable moniker by the **U.S.S. Voyager NCC-74656's** EMH. Sural is both a **Vulcan** name and the name of a twisted non-Vulcan dictator from **Sakura Prime**. (*Starship Log: 'Dreadnought'* [VOY]) **SEE FILES 43, 71**

Surat, Jal

First Maje of the **Kazon-Mostril** in the **Delta Quadrant**. Surat nearly died when he attended the **Trabe** peace conference in 2372. (*Starship Log: 'Maneuvers'* [VOY]) **SEE FILES 18, 71**

Surata IV

This planet was surveyed in 2365, by a **U.S.S. Enterprise NCC-1701-D** away team led by **William Riker**. The **Class-M** planet supported lush plants, some of them poisonous. (*Starship Log: 'Shades of Gray'* [TNG]) **SEE FILE 69**

Surchid, Master

A title belonging to **Falow**, the man in charge of the **Wadi** delegates that visited station **Deep Space Nine** in 2369. Falow also acted as supervisor of the **chula** game. (*Starship Log: 'Move Along Home'* [DS9]) **SEE FILES 18, 70**

▶ **Falow, a Wadi Master Surchid, challenged DEEP SPACE NINE's Ferengi barkeep Quark to a high-risk game of chula.**



Surgical Chancellor

By the 31st century, according to one timeline, the **U.S.S. Voyager NCC-74656's** EMH will have been the referred Surgical Chancellor for the **Vaskan** and **Kyrian** for quite some time. (*Starship Log: 'Living Witness'* [VOY]) **SEE FILE 71**

surgical scrubber

Mechanism used by 24th-century surgeons to eliminate surface contaminants from their hands and forearms before performing surgery. The scrubber uses radiation that does not harm the physician. (*Starship Log: 'The Swarm'* [VOY]) **SEE FILE 71**

Surjak

One of **Cardassian Enabran Tain's** enemies. On his deathbed in 2373, Tain was concerned that Surjak and others might outlive him. **Garak** assured him that Surjak was dead. (*Starship Log: 'In Purgatory's Shadow'* [DS9]) **SEE FILES 10, 70**

Surmak Ren

This **Bajoran** resistance fighter helped geneticist **Dekon Elig** create the **aphasia virus** booby trap. In 2369, Surmak was chief administrator of the **Ilvian Medical Complex**. (*Starship Log: 'Babel'* [DS9]) **SEE FILE 70**

Surplus Depot Zed-15

A junk yard for decommissioned ships and equipment, orbiting **Qualor II**. In 2364, the depot's **Zakdorn** quartermaster realized the **T'Polu NSP-17938** and the **U.S.S. Tripoli NCC-19386** had disappeared from the yard. (*Starship Log: 'Unification', Part I* [TNG]) **SEE FILES 40, 69**

Suspiria

The **Caretaker's** mate. Suspiria and the Caretaker both cared for the **Ocampa** until 2071, when Suspiria populated her own array with 2000 of the race. After an encounter with **U.S.S. Voyager NCC-74656** in 2372, Suspiria returned to her **subspace** home, **Exosia**, with an Ocampan named **Tanis**. (*Starship Log: 'Cold Fire'* [VOY]) **SEE FILES 18, 71**

▶ **The sporocystian life form known as Suspiria took the form of a young humanoid girl in 2372.**



▶ **The U.S.S. SUTHERLAND was one of the starships that blockaded Romulan vessels during the Klingon civil war.**

Sutherland, U.S.S.

Nebula-class starship, registry **NCC-72015**. In 2368, the *Sutherland* was the first ship commanded by an android. In 2374, it was part of the **Federation's** Ninth Fleet, headquartered at station **Deep Space Nine** and commanded by **Captain Shelby**. (*Starship Log: 'Redemption', Part II* [TNG]; 'You Are Cordially Invited' [DS9]) **SEE FILES 19, 31, 69, 70**

Sutok

A shady character who frequented the **Delta Quadrant's** **Nekrit Supply Depot**. In 2373, Sutok opened fire after accepting a delivery of narcotics from **Wixiban** and **Neelix**, but was killed instead. (*Starship Log: 'Fair Trade'* [VOY]) **SEE FILE 71**

Sutter, Clara

This young girl lived aboard the **U.S.S. Enterprise NCC-1701-D** in 2368. Her active imagination attracted a noncorporeal life form named **Isabella**, who became Clara's jealous protector. (*Starship Log: 'Imaginary Friend'* [TNG]) **SEE FILE 69**

Sutter, Ensign Daniel

This **Starfleet** officer served on a number of ships before joining the **U.S.S. Enterprise NCC-1701-D's** Engineering Department in 2368. Daniel discussed his troubled daughter, **Clara Sutter**, with **Counselor Deanna Troi**. (*Starship Log: 'Imaginary Friend'* [TNG]) **SEE FILE 69**

Suvin IV

Dr. Langford chose this planet as the focus of an archeological expedition in 2369. **Captain Picard** briefly considered working on Suvin IV as an alternative to a **Starfleet** career. (*Starship Log: 'Rascals'* [TNG]) **SEE FILE 69**



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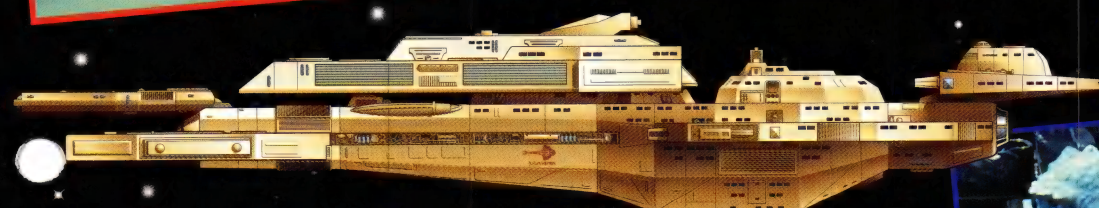
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Non-FEDERATION Starships

KELDON-Class WARSHIPS

Personnel Files

CAPTAIN JANEWAY: Early Command
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Equipment & Technology

STARFLEET Uniforms: Mid 2360's

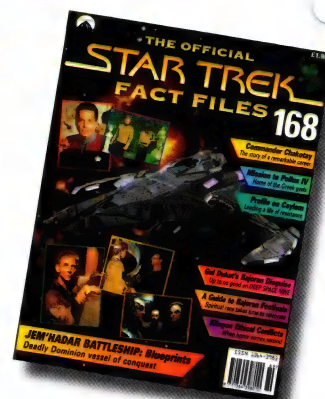
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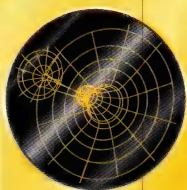
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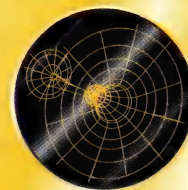
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SPACE
PHENOMENA

The Guide to the STAR TREK Galaxy

FILE 5 CARD 19



SPACE
PHENOMENA

WARP 10 AND ITS EFFECTS

The invention of warp drives allow starships to travel at velocities approaching the speed of light. Breaking the light barrier, however, seems to cause a series of odd, and often dangerous, side effects.

The **United Federation of Planets** is constantly researching and updating new technologies that will permit faster and faster travel through space. Scientists have discovered, however, that radical velocities can trigger unexpected interactions, leaving starship passengers altered, injured, or dead.

Warp drive allows a vessel to travel at velocities approaching the speed of light, but even so, a trip from one side of the Milky Way to the other will take centuries. Any way to significantly increase starship speed could therefore revolutionize **Starfleet's** exploration of the Galaxy. It has long been theorized that traveling above the speed of light will propel a vessel back in time, suggesting

that starships can be built to go only so fast, or else they will all disappear into the past. The laws of physics seem to have established an ultimate speed ceiling.

Time travel missions

This theory is proved in 2266, when the explosive power generated by cold-starting the **U.S.S. Enterprise NCC-1701's** warp system propels the ship with such velocity that it travels in time as well as space, venturing 71 hours into the past. The side effects are minimal; additional G-forces within the ship are not completely resolved by **inertial dampers**, but the crew's discomfort is minor, and no one appears to be seriously hurt by the ordeal.

This accidental trip back in time marks the discovery of the **slingshot effect**, or **light-speed breakaway**



▲ **The discovery of the slingshot effect – using gravity to accelerate ships to speeds above warp 10 – allows Starfleet to carry out historical research.**

▶ **Captain Kirk and his senior officers experience strange hallucinations when they travel back in time aboard a KLINGON BIRD-OF-PREY.**

factor, opening up the possibility of deliberate time travel. Not long after, the *Enterprise* travels to 1968 Earth on a mission of historical research. It is not known how frequently these historical missions are undertaken by Starfleet



▲ **In 2267, the U.S.S. ENTERPRISE is thrown back in time to 20th-century Earth, when it hits high warp.**



vessels, but the research program appears to come to a halt by the 2360's. This may be due to the potential danger to the timeline, or to the strange side effects that are soon observed to accompany such trips.

For example, in 2286,

when **Captain James T. Kirk** uses the slingshot effect to travel back in time aboard a **Klingon Bird-of-Prey**, he and his crew experience a number of odd phenomena. After the Klingon ship is flung from Earth's sun at faster-than-light velocities, the crew are enveloped in a white light that blots out consciousness and sound. They hear their own distant voices, speaking about unfamiliar events – which turn out to be fragments of conversations they will utter in the future. Ghostly versions of their heads gently bob up

TRANSWARP TRIALS

Experimental travel

Starfleet scientists and engineers often experiment with new techniques or technologies in order to improve existing propulsion systems. This is especially true of the stranded crew aboard the **U.S.S. Voyager NCC-74656**; Captain Janeway and her officers are constantly looking for ways to shorten the length of their journey home from the Delta Quadrant. In 2374, Chief Engineer **B'Elanna Torres** prepares to install and test a transwarp drive, which uses Borg technology, aboard the Federation starship. She is assisted by former Borg drone **Seven of Nine**. Unfortunately, the experiment fails, as tachyon

▶ **B'Elanna Torres attempts to add on a transwarp drive to the propulsion systems aboard the U.S.S. VOYAGER.**

particles leak into *Voyager's* propulsion systems, forcing Torres to eject the warp core before it explodes.

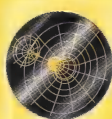
In the same year, the **U.S.S. Defiant NX-74205** is sent to investigate a rare subspace compression phenomenon. Starfleet hopes such research will uncover a way to create transwarp conduits, similar to those used by the Borg.



▶ **The RUNABOUT RUBICON is launched from the U.S.S. DEFIANT NX-74205 to investigate a subspace anomaly.**



▼ **Tom Paris suffers from the side effects of traveling at infinite velocity; his appearance changes and his biochemistry alters. His skin turns pale and scaly, and he becomes allergic to water.**

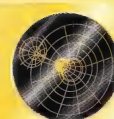


SPACE
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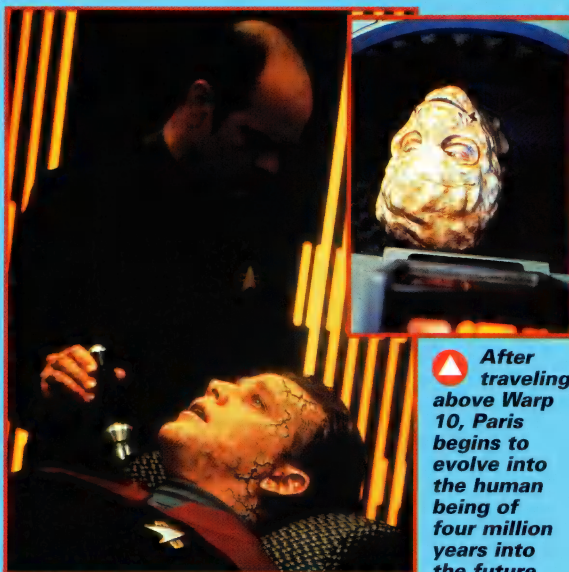
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WARP 10 AND ITS EFFECTS



SPACE
PHENOMENA



▲ **After traveling above Warp 10, Paris begins to evolve into the human being of four million years into the future.**

and then disappear beneath an endless ocean of clouds. This vision is followed by monochrome whales, and a mannequin-like form that falls through space, catches fire, and then dives into water. Finally, abstract whale forms appear, whale song is heard, and then the event fades.

Temporal visions

After the *Bird-of-Prey* returns to normal spacetime, each crew member awakens disoriented, their mouths dry. Confusion quickly ebbs away as the crew recall where they are and begin to check information panels for status data. The ship's breaking thrusters fire appropriately, but the time travel overloads all systems and, most devastatingly, decrystallizes the vessel's **dilithium**.

At around the same time, Starfleet engineers are

engaged in ongoing starship refinements to add speed, power, and reliability to warp drive systems. Starfleet's **Transwarp Development Project** is designed to sidestep spacetime speed limits by creating artificial wormholes and **subspace conduits** to facilitate shortcuts through space. Ultimately, however, the transwarp experiment fails, the project dies, and Starfleet rededicates itself to warp development.

As contact has been

made with civilizations using workable transwarp engines, the science is obviously possible. The **Voth**, the underspace network claimed by the **Vaadwaur** and **Turei**, the **Borg**, and **Arturis's quantum slipstream drive** all supply reliable propulsion at close-to-light-speeds with no apparent side effects. Federation ships have also traveled such corridors with no harm coming to their crews, but as yet no Starfleet vessel has been able to develop or install a transwarp drive of its own.

Infinite velocity

By 2366, increasing warp drive efficiency leads to the recalibration of the warp speed measurement system. Infinite velocity is given the value of Warp 10. **Warp 9.99** is routinely achieved, if only for brief periods, but Warp 10 is theoretical as the .01 raw warp speed increase cannot yet be attained. In addition, scientists suspect that infinite velocity propulsion will merge the traveler's consciousness with spacetime. This will result in the traveler existing at

each and every point in the entire universe, making any and all destinations available simultaneously.

In 2372, **U.S.S. Voyager NCC-74656's Tom Paris** completes flight training in a **holodeck** program.

The simulation features a shuttlecraft he has upgraded with a newly-discovered type of dilithium crystal and **multispectral subspace engines**. This vehicle checks out as Warp 10-capable, and soon after, Paris achieves the Federation's first Warp 10, infinite velocity flight.

The ship survives the experiment in perfect condition, but the same cannot be said for Paris. Initially he appears fine, though exhilarated, with nothing more than elevated serotonin levels. The infinite velocity warp did give him the feeling of existing everywhere in the universe, though he finds it difficult to recall all he saw and heard once he has returned to a normal state of existence. He does recall knowing of **Captain Kathryn Janeway's** desire that he return to *Voyager's* coordinates, and that

GALAXY FACTS

● **After his infinite velocity flight, Tom Paris kidnaps Captain Janeway and escapes from the U.S.S. Voyager in a shuttlecraft flying at Warp 10. The two officers evolve into reptilian-like creatures, mate, and produce offspring before they are rescued.**

making the mental decision to do so ended the Warp 10 flight with the shuttlecraft positioned near *Voyager* in normal spacetime.

Unfortunately, it appears that the human body is not ready for infinite velocity. Paris's Warp 10 flight releases an infinite DNA surge. He becomes allergic to water, his biochemistry radically alters, he breathes nitrogen and acidichloride, and in 24 hours he has evolved into the human being of four million years in the future – a four-legged reptilian creature. Eventually, Paris's condition is reversed, but the experiment is not repeated.

At the end of the 20th century, aircraft designers complained that the weakest link in the system was the human condition. In the 24th century, starship design is also limited by the frailty of the human pilot – for the moment, at least.

FASTER THAN THE FEDERATION

Super science

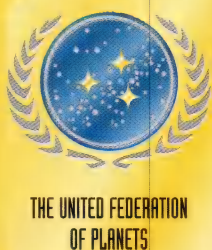
In the Delta Quadrant, the crew of the **U.S.S. Voyager NCC-74656** have made contact with several civilizations that use transwarp technology. The **Voth**, for example, a race evolved from an Earth species of dinosaur, utilize a form of transwarp propulsion. In 2374, **Captain Janeway** and her crew meet **Arturis**, a lone survivor of a race assimilated by the **Borg**. **Arturis** captures Janeway and Seven of Nine aboard his vessel, and flees from *Voyager* using a quantum slipstream drive. The drive is temporarily installed aboard *Voyager*, but is later deemed too dangerous to use.

◀ **The Voth use transwarp systems, which help them to track VOYAGER across the Delta Quadrant.**

▶ **The ancient Vaadwaur race have access to transwarp corridors.**



▲ **Arturis's race use a superior form of technology, including a slipstream propulsion drive. This did not help them escape assimilation by the Borg, however.**



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FILE 7 CARD 14



FEDERATION COLONIES

The formation of the United Federation of Planets enables a pooling of resources between its members, and a concerted effort among all of them to chart and establish new colony worlds throughout the Galaxy.

With an ever-growing population placing increasing demands on resources and territory, the United Federation of Planets has been expanding its reach to hundreds of colony worlds throughout its borders since the earliest days of its existence. Many of the Federation's core members have their own colonies in place even before the historic 2161 treaty is signed; Earth has settlements on its moon, Mars, and Venus, for example, and later establishes settlements even further afield, such as **Earth Colony 2**.

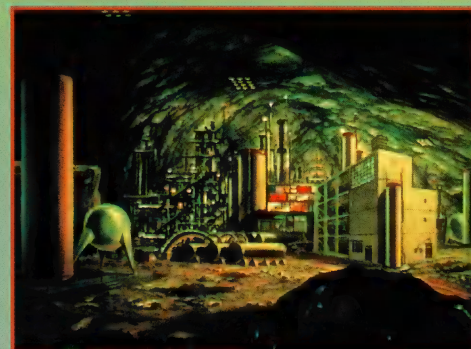
Federation colonies are usually granted a form of

associate membership, either via the government of the planet that establishes them – for instance, a **Vulcan** colony would be represented by Vulcan on the **Federation Council** – or via their own independent ruling body.

Lost societies

The creation of colonies can serve several different purposes; some perform specific functions, acting as industrial, mining, or farming colonies, such as those on **Janus VI** or **Gault**. Others are merely new places for people to live, such as **Norpin**, **Benecia**, **New Paris**, **Deneva**, and **Kessik IV**; a very few, including **Tantalus V** and **Elba II**, are designated as Federation penal colonies.

Some colonial worlds within the Federation's borders can be problematic. A number of so-called 'lost colonies' have come to light, often on planets that were settled in the years before the Federation was fully established; they are populated by pioneers whose ships may have been thought lost in space, or whose records have gone missing. An example of such a situation occurs in 2365, when the **U.S.S. Enterprise NCC-1701-D** encounters the **Bringloid V** colony, populated by the descendants of settlers from Earth's Irish nation, who left in 2123; the *Enterprise* crew also discover a second lost colony on the planet **Mariposa**, descended from the same group. Contact with



Janus VI is home to two species who work in harmony together: the human Federation miners and the indigenous Horta.



Some remote worlds are colonized in order to house Federation penal institutions. One such planet is Tantalus V.

SELF-GOVERNING COMMUNITIES

Independent worlds

The United Federation of Planets is a relatively liberal organization whose members have the right to self-expression, leaving them free to follow vastly different faiths and cultural beliefs. The integrity of this principle is also reflected in the Federation's approach to colonization – often, a group of like-minded individuals will establish a colony world where they can pursue a specific lifestyle or belief system. The **Parallax Colony** on **Shiralea VI**, for example, is populated by a group of free thinkers. Such an approach can cause friction, however, when the Federation has dealings with these self-governing communities. Groups such as the colonists on **Orellius** and the **Genome Colony** on **Moab IV** have deviated too far from Federation ideals to remain full members.

Orellius is colonized by a group of Federation citizens whose transport ship, the **SANTA MARIA**, crashlanded there. The society rejects all forms of technology.



Some worlds, such as **Risa**, are colonized to provide pleasure resorts rather than new homes.

Lwaxana Troi often relaxes in a holoprogram recreation of the libertarian **Parallax Colony**.



Moab IV is home to a group of genetically modified humans. The **Genome Colony** engineers its members to fulfill specific roles in their society, such as engineers, artists, or diplomats, in contravention of Federation law.



GALAXY FACTS

- ▶ Examples of terraformed planets include Browder IV, Venus, Blue Horizon, Risa, and the Caldos colony.
- ▶ Earth's UESPA, the precursor to Starfleet Command, sends out colonization missions in the early 2100's.
- ▶ Some Federation colonies are lost through alien attacks or viral outbreaks, such as those that occur on Omicron Theta and Jouret IV.

the two colonies was lost when the ship that carried them to their new homes crashlanded.

The Bringloid and Mariposa colonists are happy to be introduced into the Federation, but not every race feels the same way. The residents of **Tau Cygna V**, for example, are adamant that they will not accept **Starfleet** involvement in a dispute between them and the **Sheliak Corporate**, who cite the establishment of the colony as a violation of the 2255 **Treaty of Armens**.



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FILE 7 CARD 14

FEDERATION COLONIES



Many inhospitable worlds have been colonized thanks to the expertise of organizations such as **Terraform Command**, an administrative office responsible for managing terraforming. Planets throughout the Federation are altered through the use of biotechnology, environmental engineering, and advanced geological science. Such projects are strictly monitored; if terraforming threatens native life, as occurs on **Velara III** in 2364, the project is cancelled.

Federation expansion

also includes the formation of alliances with other interstellar powers, for trade, mutual protection, or establishment of borders. Some agreements, such as those with the **Gorn**, **Romulan Star Empire**, or **Sheliak Corporate**, are ambivalent in tone. The Federation also holds pacts with other races on a more friendly footing; perhaps the most notable is the alliance with the **Klingon Empire**, ratified in the 2293 **Khitomer Accords**.

Federation policy in this area is to open initial



▶ **Tau Cygna V** colonists resent Federation interference in their dispute with the **Sheliak**.

diplomatic overtures that will, hopefully, lead to arrangements for a summit meeting, where the needs and wants of all potential signatories can be evaluated.

Enforcing the law

Once an agreement is reached, which can take anything from days to decades, the treaty is enforced by Federation law and often backed up by Starfleet, whose ships may patrol a newly-created border. In the event of a territorial dispute, Starfleet is frequently the first line of

▶ The **Bringloidi** colonists are descended from Irish settlers who left Earth in 2123. They are introduced into the Federation, along with the **Mariposa** colony, in 2365.

defense if the violation is deliberate; thus, ranking command officers on Starfleet vessels are always trained in diplomacy and policy, and should be able to handle potentially inflammatory situations immediately. Starship crews must often resolve these disputes on behalf of the entire Federation; a notable example occurs in 2268, when the **U.S.S. Enterprise NCC-1701** is accused of violating space belonging to the **Tholian Assembly** while on a mission to rescue the **U.S.S. Defiant NCC-1764** from an area of spatial interphase. **Enterprise First Officer Spock** is forced to moderate this potentially explosive situation.

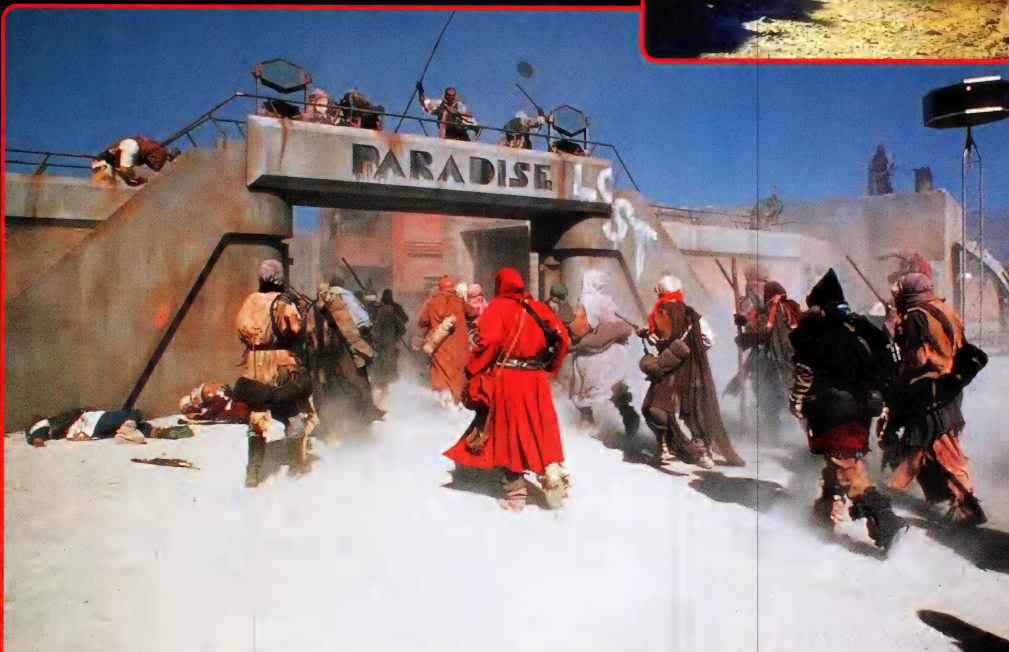
FEDERATION FAILURES

Colony collapse

Despite the best efforts of everyone involved, colonization programs are not always successful. This can happen for a number of reasons, such as unforeseen spatial phenomenon or natural disasters. Colonies also fail through mismanagement and internal strife – perhaps the most notorious example of the latter is **Turkana IV**. Once a thriving colony, the planetary government collapsed into factional infighting in 2337, leading to the destruction of the main city, the severing of all Federation ties, and lawlessness throughout the populace. A less extreme, but more saddening example is **Nimbus III**, the so-called 'Planet of Galactic Peace' originally established as a Federation-Klingon-Romulan colony. Rather than becoming the model of interstellar goodwill, as it was hoped it would be, the world turns out to be a dismal failure.

▶ The run down capital of **Nimbus III**, **Paradise City**, is a sad example of a failed attempt at colonization. The harsh conditions on the planet forestalls much development.

▶ **Turkana IV** serves as an example of everything that can go wrong with colonization. It completely breaks all ties with the Federation and collapses into a state of lawlessness.



Keldon-Class Warships

Spacecraft design reflects the nature of the vessels' developers. The **Cardassian Union** calls for a high degree of investment in, and production of, military craft; the majority of their warp-capable ships are designed for combat.

During the **Cardassian/Federation** war, information is gathered on both the **Hideki**- and **Galor**-class ships in use by the **Cardassian Union**. Much less information is available on the **Keldon**-class **Warship**, the largest and most powerful ship in the Cardassian fleet.

At first sight, the **Keldon**-class **Warship** appears very similar to the **Galor** class. It has a familiar, lightly colored hull plating, and when viewed head-on it is extremely difficult to distinguish between the two classes. The differences soon become clear, however, when one examines the vessel from a side and upper profile. The biggest difference between the **Keldon** and **Galor** classes is the addition of an enlarged section on the upper part of the main hull. The top of this section is higher than the upper part of the bridge at the front of the ship, making the **Keldon** class's total height significantly higher than the **Galor** class; although this may offer an easier target from a side attack, the ship's upgraded shield and weapons technology more than compensate for its larger size. The familiar angled wings to the port and starboard of the main hull still contain the main warp engines and **disruptors**, and do not appear to have been redesigned or upgraded over those of the **Galor** class.

Keldon-class vessels are not as widespread in their use as the **Galor** class, but are recognized as being the most powerful vessels in the Cardassian fleet, and they can be modified to make them even more formidable. During an incursion by renegade **Starfleet** officer **Thomas Riker** into the **Orias** system aboard the stolen **U.S.S. Defiant NX-74205**, it becomes apparent that the highly secretive and much feared

Cardassian secret police, the **Obsidian Order**, not only possess a large number of **Keldon**-class **Warships**, but have also modified them for their own purposes, despite the fact that they are expressly forbidden from acquiring any kind of military equipment. These **Keldon**-class ships are faster and more powerful than those operated by the Cardassian military, and are astonishingly maneuverable for their size.

During a subsequent fight with the **Defiant**, the power of their forward firing disruptor beams and **photon torpedoes** is clearly shown; only the advanced shielding of the **Defiant**-class ship prevents serious damage. A sustained attack from the **Starfleet** vessel disables one **Keldon**-class **Warship**, but is not enough to destroy it.

Cloaking technology

Some **Keldon**-class **Warships** have been fitted with **cloaking devices** courtesy of the **Romulan Tal Shiar**. This, and other work undertaken on the vessel's propulsion, weaponry, and shields, is specifically designed to help destroy the **Founders** in the **Gamma Quadrant**.

The addition of a cloaking device to this already formidable vessel should have made the combined Romulan-Cardassian fleet virtually invincible, but even the upgraded weaponry of the **Keldon** class is ultimately no match for 150 attacking **Jem'Hadar Warships**. The entire **Obsidian Order** fleet, and most of their operatives, are wiped out in the **Dominion's** carefully staged ambush. The **Keldon**-class ships certainly put up a tremendous fight, and manage to destroy numerous enemy vessels, but sheer force of numbers overwhelms them. The battle results in losses from which the Cardassian military takes a long time to recover.



Two additional large, rear swept fins are attached to the upper section of the **KELDON**-class **WARSHIP's** stern.



Several **KELDON**-class **WARSHIPS** are often deployed at once, making a formidable and dangerous fleet.



The **KELDON** class has an entirely new structure built onto its dorsal hull, consisting of multiple decks.



In 2371, **KELDON**-class **WARSHIPS** fly into a **JEM'HADAR** ambush. Despite tough shields, the ships are destroyed.



Viewed head on, there is little to distinguish the **KELDON** class from **GALOR**-class **WARSHIPS**.

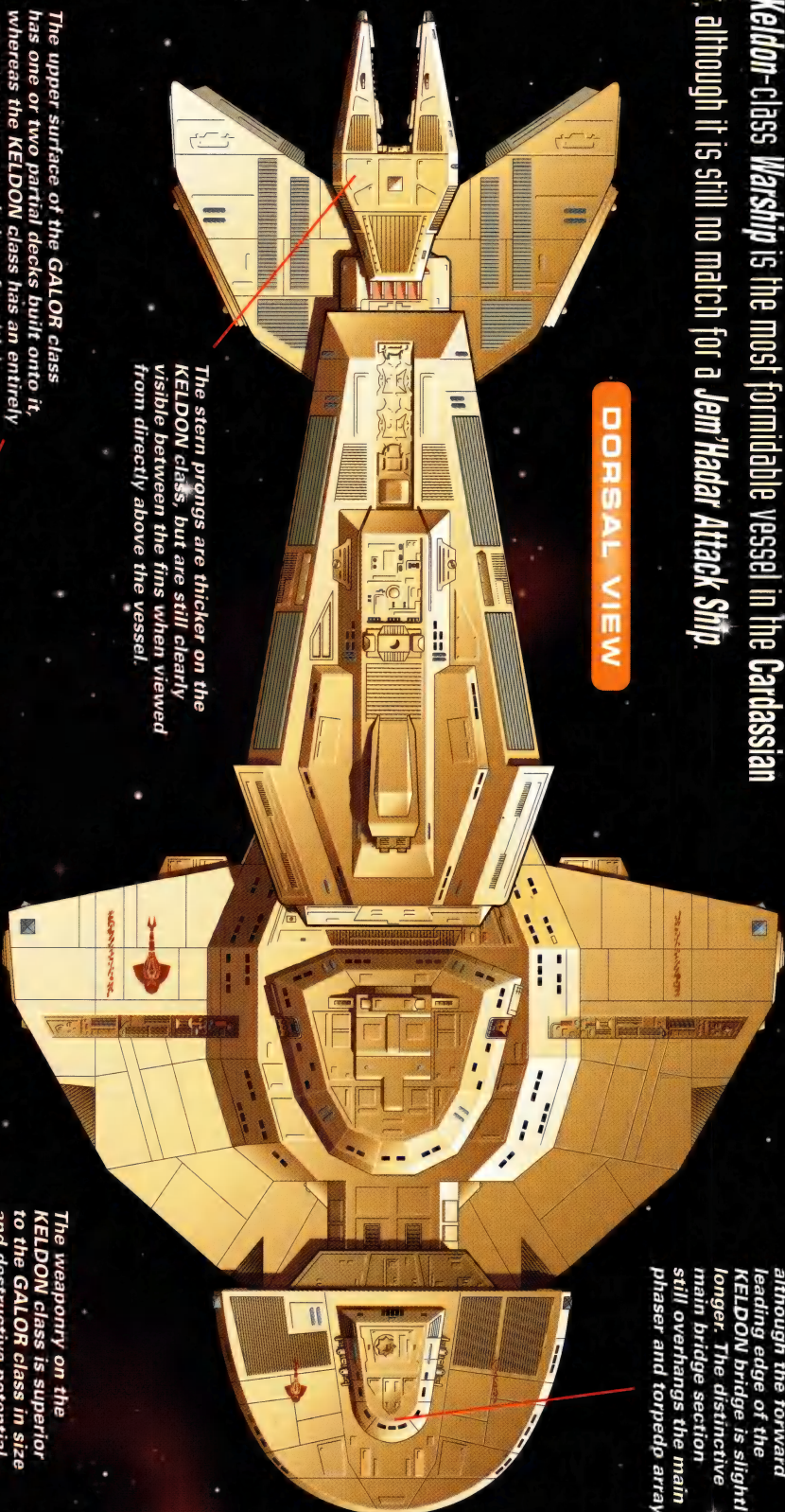


KELDON-class ships, favored by the Cardassian military, are used by the **Obsidian Order** to attack the **Founders**.

Keldon-Class Warships

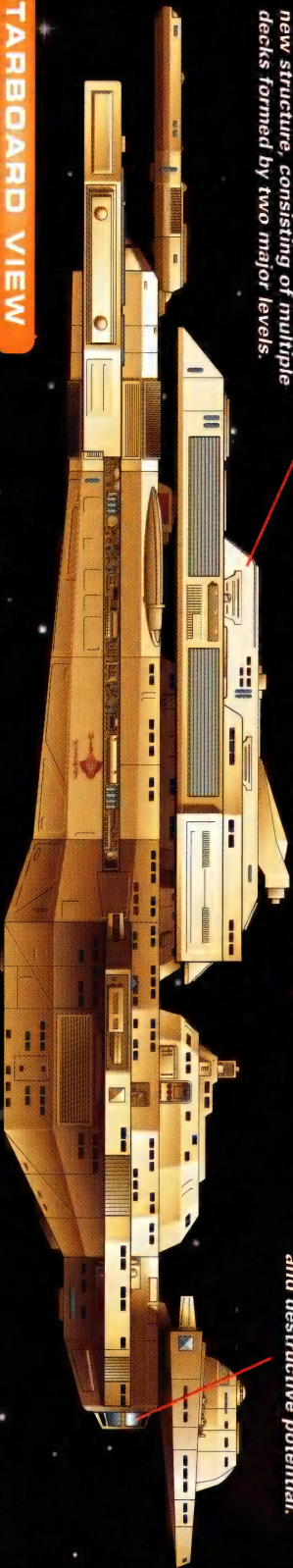
The *Keldon*-class Warship is the most formidable vessel in the Cardassian fleet, although it is still no match for a *Jem'Hadar* Attack Ship.

DORSAL VIEW



The upper surface of the GALOR class has one or two partial decks built onto it, whereas the KELDON class has an entirely new structure, consisting of multiple decks formed by two major levels.

STARBOARD VIEW



▶ Aboard DEEP SPACE NINE, a viewscreen schematic follows the progress of the KELDON-class WARSHIPS that are pursuing the U.S.S. DEFILANT NX-74205, which has been hijacked by Tom Riker.



KELDON-CLASS WARSHIPS

- Type:** Cardassian warship.
- Crew:** The Obsidian Order particularly favor the *Keldon* class.
- Propulsion:** Warp and impulse engines.
- Features:** *Keldon*-class ships have superior weaponry to the structurally similar *Galor* class. Some are also fitted with Romulan cloaking devices.

Captain Janeway: Early Command

Kathryn Janeway quickly becomes one of Starfleet's finest commanders, though early in her career her brash, risk-taking attitude has to be refined by a more cautious, logical Vulcan.

Kathryn Janeway's leadership potential is recognized early on in her **Starfleet** career. By the mid-2360's, she has already reached the rank of commander, and is one of the senior crew serving aboard the **U.S.S. Billings**. Her early command experiences are not always pleasant, however; she learns about the burdens that come with her rank during her first year as a commander, when she sends an away team to survey a volcanic moon. The away team's shuttle is damaged by a magma eruption, and three crew members are seriously injured. Janeway blames herself for their misfortune, and risks her life by

returning to the moon the following day to complete the survey – her way of proving to the officers under her command, and also to herself, that they did not suffer for nothing. This compassion for her subordinates is a value that stays with her throughout her career.

The captain's chair

Janeway's dedication to duty soon earns her another promotion, and a transfer to her own starship command. Her first assignment as a captain is a six-month-long mission to the **Beta Quadrant** aboard the **U.S.S. Bonestell**, collecting valuable scientific data on microsecond pulsars.

Afterward, Janeway is annoyed when she must

PROFILE OF A CAPTAIN

NAME: Kathryn Janeway

EARLY COMMAND POSTING: Janeway serves as a commander aboard the **U.S.S. Billings**. Her responsibilities include assigning away teams. She takes great care to ensure the success of the missions she commands.

FIRST COMMAND: Janeway's first posting as captain is in command of the **U.S.S. Bonestell**. During the early stages of her captaincy, she has a tendency to ignore protocol and standard Starfleet procedures, but soon matures into a reliable and trusted officer.

PRESENT COMMAND: **U.S.S. Voyager**.

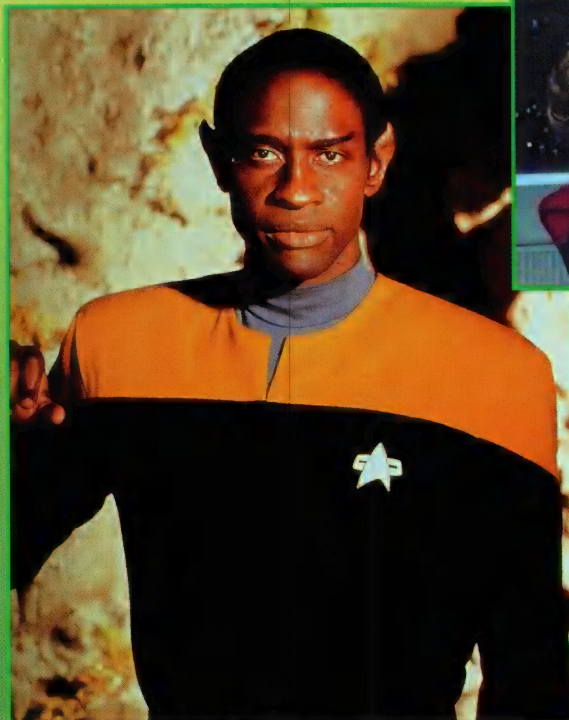


▲ Kathryn Janeway is heavily influenced by her father, and follows in his footsteps to become a Starfleet command officer. Admiral Edward Janeway died long before his daughter reached the rank of captain, but he would no doubt have been very proud of her achievements.

LEARNING THE ROPES

★ Rocky relationship

Tuvok and Captain Kathryn Janeway's working relationship is unproductive at first, but the two officers later become trusted friends.



face the standard review board for all new captains. She is anxious to be reunited with her boyfriend,



★ Human emotion

Janeway recalls how her ego took a bruising after Tuvok admonished her during her first review.



Mark Hobbes Johnson, her mother, and her sister, but bows to the advice of her mentor, **Admiral Owen Paris**, regarding the procedure. He agrees that the mission was a complete success, but warns Janeway that she must pay more attention to the finer details of command, such as abiding by Starfleet rules and regulations to the letter.

Members of Janeway's first review board include Admiral Paris, **Admiral McGeorge Finnegan**, **Admiral Alynna Nechev**, and **Tactical Officer Ensign Tuvok**. The review board's assessment

★ Under review

Admiral Alynna Nechev is one of three Starfleet admirals who form a review board to assess Kathryn Janeway's performance on her first tour of duty, as captain of the U.S.S. BONESTELL.

comes as something of a shock to the novice captain – Tuvok, a **Vulcan**, reports that Janeway held no test firings, no battle drills, and only two weapon reviews during the mission. She also committed 43 violations of tactical procedures, ranging from minor errors to significant lapses in protocol. Tuvok's cool, precise indictment infuriates Janeway.

The end result of this confrontation is not what Janeway expects. Much to her surprise, Tuvok is assigned to her ship as the tactical officer on her next mission. The captain is appalled that this imperious, condescending Vulcan will serve alongside her on the bridge, but she has little or no choice in the matter – the admirals believe that

Captain Janeway: Early Command

★ Respect

Tom Paris says Janeway "must be good" after she informs him that she served with his father.



★ Popular

Captain Janeway's warm character makes her popular with many senior officers, such as Admiral Patterson, who welcomes her aboard the brand new U.S.S. VOYAGER.

of humor, nor her insistence that the crew should become self-reliant.

Janeway's opinion of Tuvok changes over time, as she starts to realize he is a most remarkable person. She listens to

she and Tuvok will balance each other out. As it transpires, their wisdom proves to be even more farsighted than they expected.

everything Tuvok says, although she doesn't always let the taciturn Vulcan know this; in fact, she sees their ongoing battle as a kind of

"Slavish adherence to rules can undermine the very individuality that has made the finest of Starfleet officers so outstanding."

— Captain Kathryn Janeway during her first post-mission review board.

game, and assumes that he takes it no more seriously than she does. Unfortunately, she has badly misread the situation.

During a survey of supernova remnants in the **Trige sector**, Janeway realizes they are within scanning distance of a star system of seven planets, one of which closely resembles Earth during its Mesozoic Era. Determined to see if this planet will provide information about Earth's history, Janeway takes an away team down to the surface, even though the environment is beset by violent storms, volcanic activity, and seismic tremors. Janeway is excited about the invaluable information she has gathered, and how useful it will be to Federation paleontologists. Tuvok, on the other hand, is focused on the danger and their overriding need to return to the ship. The pair are completely at odds with one another, and Tuvok

informs his captain that he intends to request a different posting.

Janeway grasps Tuvok's hand and tells him that he is her rock, steadying her in a way she has never felt before. She further informs him that she is about to be given command of a new ship — the **Intrepid-class U.S.S. Voyager NCC-74656** — and wants Tuvok to consider serving with her on it.

Remarkable captain

Through quiet confidence, and her unique, powerful, and compelling personality, Janeway convinces Tuvok to remain part of her team. That she has the ability to appreciate and synthesize different people's strengths and abilities into a remarkable crew is one of Janeway's greatest talents as a captain. Tuvok accepts her offer and transfers with her to *Voyager*, a ship on which they will both serve with distinction.

Conflicting styles

Janeway and Tuvok are constantly at odds for the first five months of their service together. The Vulcan considers his captain to be a stubborn, frustrating, impossible human, while Janeway constantly teases her formal, logical subordinate. Janeway wants to leave the regular weapon systems review in his capable hands, but Tuvok insists that she looks at it once a week, just as protocol demands. The captain tries to make light of the matter, responding that the protocol implies she has no faith in her tactical officer, but Tuvok comprehends neither her sense



★ Concern for her crew

Tuvok recalls Janeway completing a survey mission alone after three crewmen were severely injured.

THE CARDASSIAN INFLUENCE

Act of compassion

The proudest moment of Kathryn Janeway's life occurred when she held the rank of lieutenant, during a border skirmish with advancing Cardassian forces. The young officer formed part of a team charged with defending a Federation outpost; for weeks, the conflict had been relentless. During a stalemate, Lt. Janeway's team heard the cries of an injured Cardassian soldier, and she and an ensign were sent to retrieve the injured man in an act of compassion which was labeled "crazy." It was a selfless action, and one that she has never regretted.

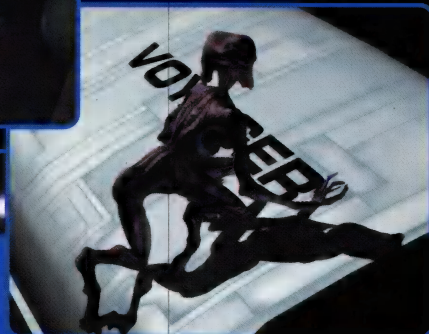
▶ Respect for life

Janeway has never allowed herself to hate Cardassians blindly, even though she and her father both fought in the Cardassian border conflicts.



▶ Human kindness

To justify saving a lone Species 8472, Janeway tells Seven how she once rescued a Cardassian.



▶ Stowaway

In 2374, a Species 8472 hides aboard the U.S.S. VOYAGER from the Hirogen.



▶ Aiding the enemy

Janeway learns that the Species 8472 only wishes to return home, and she agrees to help it.

FILE 49 ROMULAN PERSONNEL

Senator Kimara Cretak

SEE OTHER FILES...

ROMULAN STAR EMPIRE...File 12

THE ROMULAN FLEETFile 35

STAR TREK:

DEEP SPACE NINE.....File 70

During the Dominion war, Senator Kimara Cretak's commitment to the cause of peace wins her the respect of many in the Federation alliance, but the loyal Romulan patriot still falls foul of the mysterious Section 31.

Senator Kimara Cretak is the Romulan Star Empire's liaison officer to Federation station *Deep Space Nine*

during the Dominion war. Dressed in regulation gray uniform, her black hair cut in the distinctive Romulan style, Cretak is cool, concise, and extremely patriotic. She appears to be a strong believer in her people's alliance with the Federation, although her cooperative facade sometimes hides a more manipulative nature.

Breaking the ice

The senator arrives at *Deep Space Nine* with a small assignment of staff. Her demeanor is not as harsh as that of many Romulans, and she

tentatively breaks the ice with Colonel Kira Nerys by voicing mild irritation over the station's uncomfortable chairs, while making it clear to the Bajoran officer that she hopes, in time, to grow more accustomed to her new surroundings.

Cretak is well aware that many races find it difficult to interact with Romulans, due to their well-deserved reputation for arrogance, but believes that her good working relationship with Admiral William Ross will smooth over any difficulties in the months ahead. She looks forward to helping Colonel Kira achieve their common goal – the destruction of the Dominion threat.

Unlike many Romulans, Cretak takes time to indulge in trivialities. Kira is surprised when she

PROFILE ON CRETAK

NAME: Kimara Cretak

LIFE FORM: Romulan female

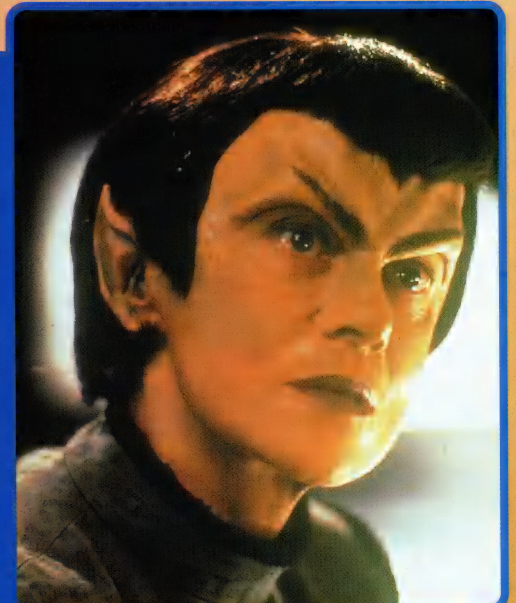
DUTIES: Liaison officer to station *Deep Space Nine* during the Dominion war.

FORMER STATUS: Senator

CURRENT STATUS: Stripped of her title, and imprisoned on Romulus.

COMMENTS: Cretak shares many of her race's character traits, including an arrogant belief in Romulan superiority. Her manner is generally personable, and she admits to having a rather sweet tooth.

FIRST SEEN: 'Image in the Sand' [DS9]



▲ Senator Kimara Cretak is a loyal Romulan patriot who forges a good working relationship with the Federation. Cretak's desire to end the war with the Dominion blinds her to the machinations of other forces involved in the conflict.

ROMULAN PATRIOT

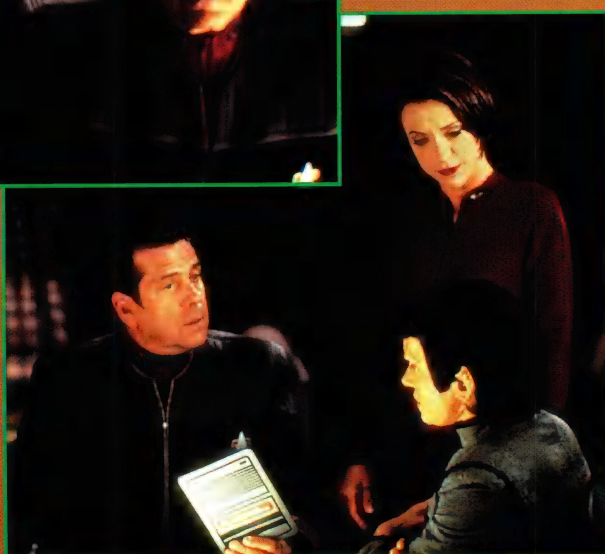


★ Colleagues

Senator Kimara Cretak earns the respect of Admiral William Ross.

★ Duplicity

Cretak and Kira come into conflict over the senator's decision to place unauthorized weapons on the Bajoran moon of Derna.



★ Out of character

Colonel Kira is surprised to find Cretak purchasing a sweet jumja stick.

witnesses the senator purchasing a jumja stick from a Promenade vendor, and remarks in passing that she finds the snack's distinctive flavor far too sweet. Cretak puts Kira at her ease by recommending a Romulan osol twist instead, before moving on to more pressing matters.

Deceitful plan

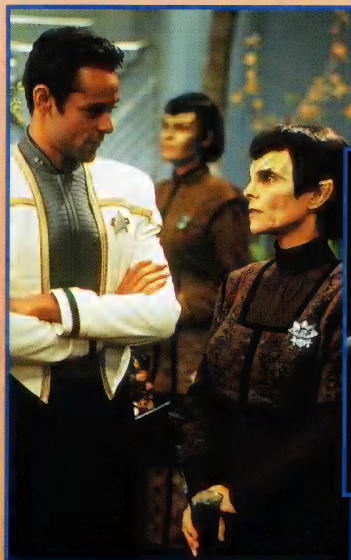
The senator reveals that a fleet of Romulan Warbirds are due to arrive at *Deep Space Nine* for refitting; Kira immediately instructs Chief Miles O'Brien to begin replicating the necessary system modules. Cretak is impressed by such a decisive response, and tells the colonel that she had no

idea that Bajorans could be so efficient.

This rather backhanded compliment gives the Romulan just the opening she needs to ask Kira for her assistance in authorizing a hospital facility on Bajor's unpopulated fourth moon, Derna – stressing that too many Romulan wounded are dying during the long journey back from the front lines. Cretak's calculated appeal to Kira's compassionate nature proves effective; the colonel convinces administrators from the Bajoran Council to approve the plan, unaware that the senator also plans to use the moon as an arsenal. Cretak later demonstrates her race's true attitude to their ground troops when she is informed that Romulan soldiers took the brunt of the Dominion counterattack.



Senator Kimara Cretak



★ Blind eye

Despite his respect for Cretak, Admiral Ross is willing to sacrifice the senator for the good of the Federation.



★ False identity

When Agent Sloan introduces himself to Kimara Cretak he claims to be a Federation cartographer.

"My people have a reputation for arrogance. I am afraid that it is well earned."

— Senator Cretak to Colonel Kira Nerys.

★ Two dupes

Dr. Julian Bashir unwittingly draws Senator Cretak into Agent Sloan's cunning plot.

in the **Chin'toka system**. The senator casually dismisses the loss of life by remarking that what matters is that the soldiers patriotically held their position.

Cretak continues to cultivate Kira as an ally, but their tentative friendship collapses when a transport ship containing **Vulcan** casualties is refused docking permission at the hospital facility. At the same time, sensors pick up a high concentration of **trilithium isotopes** on the moon, indicating the presence of some 7000 **plasma torpedoes**.

Placating Kira

Furious at this betrayal, Kira confronts Cretak, informing her that the Bajoran Council no longer welcomes a Romulan presence on Derna. The senator turns on her natural charm and coolly tries to placate Kira and Admiral Ross, admitting that she regrets not informing them about the torpedo deployment, while noting that it should not have been necessary because they are allies. She deems the Bajoran request to remove the weapons unacceptable, arguing that such a course of action will leave the hospital in far too vulnerable a position. Cretak's arrogance leads her to believe that the Bajorans do not have the strength to carry out their threat to forcibly remove the weapons, and that the Federation will not help them — the Romulans are, after all, far more important to the success of the war effort.

Cretak's cool exterior remains

fixed in place even when Kira forms a blockade of ships around Derna, thereby preventing the weapons' launch sequences from reaching the facility. She is unconcerned to hear that any ship crossing the blockade will be fired upon, convinced that the colonel is bluffing.

Fighting talk

Stubbornly ignoring all threats, Cretak patronizingly asks Kira if she seriously believes her fleet of antiquated ships stands a chance against the finest **Romulan Warbirds**. Neither woman will concede defeat, and it is left to Admiral Ross to find a way out of the impasse by personally

recalling the fleet of **Warbirds**.

The admiral's undermining of her command authority does not stop Cretak from carrying out her duties with the utmost professionalism, although her pride is obviously dented by the incident. During a meeting of the senior station staff, Cretak's singleminded patriotism comes to the fore once again; she counters **Lt. Commander Worf's** boast that his people are more relentlessness than Romulans in their attack by stating that **Klingons** are simply more reckless. She continues to bait Worf, remarking that unlike the Romulans, who are always ready for battle, the Klingons seem to

spend all of their time getting drunk in **Quark's bar**.

Operatives from **Section 31** — **Starfleet Intelligence's** shadowy covert operations unit — grow increasingly anxious over Cretak's unshakeable belief in Romulan superiority. Worried that the senator would push for an alliance with the Dominion if it better served Romulan interests, Section 31's director, **Luther Sloan**, formulates a plot to remove Cretak from power by implicating her in a plan to assassinate **Koval**, a key Romulan due to be assigned to the powerful **Continuing Committee**.

Duped by Section 31

Sloan's plan succeeds, and the senator is found guilty of conspiracy to commit treason. Kimara Cretak is dismissed from the senate and imprisoned for an unspecified period of time, her years of service to the Star Empire brought to an end by the same kind of devious strategy normally employed so effectively by her own people. It is a sad end to an illustrious career.

FRAMED BY SLOAN

Undone by Section 31

In 2375, Senator Kimara Cretak attends an important diplomatic conference on Romulus, unaware that Starfleet's Section 31 is conspiring against her. Cretak strikes up a conversation with Dr. Julian Bashir, who has been fooled into thinking that someone is plotting to kill the high-ranking Romulan, Koval. Bashir asks Cretak to obtain a copy of Koval's database, as it may contain a list of suspects. At first the senator refuses, arguing that the situation is not her responsibility, but eventually her sense of duty leads her to realize that, for the good of Romulus, she must put aside her distaste for Koval and assist the doctor. Unfortunately, Cretak is apprehended while trying to acquire the database, and is found guilty of treason by the all-powerful Continuing Committee.

★ Mission success

The Romulans expose Sloan as a spy, but his plan to frame Senator Cretak still proves successful.

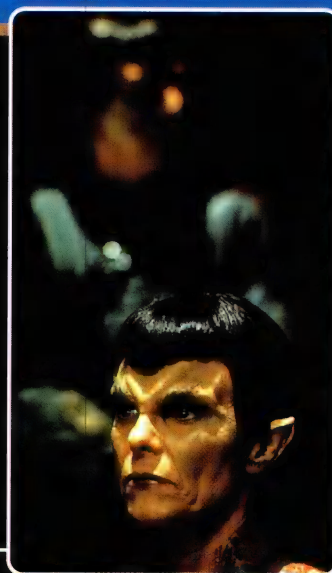


★ Faithful servant

Sloan cannily exploits Senator Cretak's overriding loyalty to the Romulan cause.

★ Prosecution

Cretak is brought before the Continuing Committee and found guilty of treason.



Lwaxana Troi: Ambassador

Ambassador Lwaxana Troi is not above using her official position to try and marry off her daughter and herself, though she works hard on behalf of the Betazed people.

Lwaxana Troi, daughter of the **Fifth House**, holder of the **Sacred Chalice of Rixx**, **Heir to the Holy Rings of Betazed**, is considered something of a nuisance by her daughter **Deanna Troi**. Prior to being named **Betazed's** ambassador, Lwaxana spends a great deal of time trying to marry off her daughter, and manages to make more than one maternal visit to the **Federation** starship **U.S.S. Enterprise NCC-1701-D**, where Deanna serves as ship's counselor.

Lwaxana's outlandish behavior certainly attracts attention, although many find her presumptuous attitude somewhat wearisome. In 2364, Lwaxana imperiously grants **Captain Jean-Luc Picard** the privilege of carrying her luggage, and simply assumes he will be at her beck and call during her time on the starship. Proud

of her Betazed heritage, Lwaxana insists on honoring ancient traditions, such as having her valet **Mr. Homm** ring a bell with each bite of food she takes, or attending her wedding naked.

New role

Following her appointment as Betazed Ambassador in 2365, Lwaxana Troi returns to the *Enterprise* just after the ship has collected two dignitaries from the planet **Antede III**. The *Enterprise* then travels to a conference on the planet **Pacifica**, where the **Antedeans** will be given the opportunity to join the Federation. Lwaxana is expected to serve as Betazed's official representative at the ceremony.

PROFILE ON MRS. TROI

NAME: Lwaxana Troi

LIFE FORM: Betazoid female

OCCUPATION: Ambassador

TITLES: Daughter of the Fifth House, Holder of the Sacred Chalice of Rixx, and Heir to the Holy Rings of Betazed.

AMOURS: Ian Andrew Troi (first husband, deceased), Captain Jean-Luc Picard, Rex the bartender, Commander William Riker, Dr. Timicin, Minister Campio, Jejal (second husband), Odo.

FIRST SEEN: 'Haven' [TNG]; 'The Forsaken' [DS9]



▲ *Lwaxana Troi manages to combine her interest in affairs of the heart with her duties as Betazed ambassador. She enjoys the full confidence of her government, and proudly represents her people at many important diplomatic events and functions.*

★ Meeting and greeting

In 2366, Mrs. Troi attends a reception to mark the end of the biennial Trade Agreements Conference.



A DIFFERENT DIPLOMACY



★ Mother knows best

Official visits to the U.S.S. ENTERPRISE give Lwaxana the chance to ask about her daughter's love life.

During the journey, Mrs. Troi does not hesitate to use her diplomatic status to get closer to Picard. She invites the captain to a formal Betazoid dinner of greeting in her quarters, conveniently neglecting to mention that he will be the only guest. Picard arrives in full dress uniform, but when he realizes that he is at the mercy of Lwaxana's predatory

advances, he quickly insists that the android officer **Lt. Commander Data** also attend the meal. Lwaxana's desire to seduce one of the *Enterprise's* male officers is a result of the **Phase**, a time when a Betazed female's sex drive quadruples.

Primitive minds

Throughout the trip, the fishlike Antedeans are kept in a catatonic state because they do not like space travel. Once the *Enterprise* reaches Pacifica, and the Antedeans are revived, Mrs. Troi's telepathic powers come into their own. She has little trouble penetrating the Antedeans' unsophisticated minds, and soon senses that the two awakened dignitaries are, in fact, assassins – the insides of their robes are lined with **ultritium**, with which they plan to blow up

★ A bit fishy

In 2365, Lwaxana exposes two Antedeian delegates as assassins.



Lwaxana Troi: Ambassador

★ Betazed representative

In 2369, Lwaxana's diplomatic responsibilities take her to the far-flung DEEP SPACE NINE.

★ Official escort

A nervous Dr. Bashir is given the difficult task of escorting Mrs. Troi around the station.



plays along with the ruse, and threatens to destroy the Ferengi ship unless his 'beloved' is returned to him. The terrified Tog immediately capitulates, and Mrs. Troi earns her freedom.

Lwaxana's unconventional approach to diplomatic matters often proves surprisingly effective, and her free-spirited nature never diminishes the Betazed government's complete confidence in her ambassadorial abilities. Mrs.

Troi is even sent as far away as *Deep Space Nine* on behalf of her people. In 2369, she accompanies a delegation of Federation ambassadors on a fact-finding mission to learn more about the **Bajoran wormhole**. During her visit she meets the shapeshifter **Odo** and tries to befriend him, fascinated both by who he is and what he is.

Lwaxana returns to *Deep Space Nine* in an official capacity two years later, as the Betazoid representative to the annual **Bajoran Gratitude Festival**. Her unrequited love for Odo – combined with a bad case of **Zanthi fever** – causes many of the crew to act on their own unconscious desires, briefly throwing the station into a state of chaos and confusion.

On the run

When the Betazed ambassador pays a second visit to *Deep Space Nine* in 2371, Odo is surprised to find that she is pregnant and on the run from her new husband, **Jeyal**. The chief of security helps Lwaxana out of her predicament by participating in a marriage of convenience that convinces Jeyal to drop his claim on the unborn child. Mrs. Troi then returns to

Betazed to prepare for the birth of her son; it is not yet known if late motherhood has had any effect on her diplomatic career.

Lwaxana Troi's occupation may seem glamorous and exciting, but it is far from being all fun and games. When called upon, Lwaxana puts in long hours in pursuit of her diplomatic obligations. In 2370, for example, she assists a **Cairn** delegation in their quest to join the Federation. The telepathic Cairn communicate through images, making the acquisition of a word-based verbal

★ Unwanted affection

In 2366, Lwaxana and her servant **Mr. Homn** are kidnapped by the lecherous Ferengi **DaiMon Tog**.

language very difficult for them. Teaching the race to understand speech proves to be an absolutely exhausting process for Lwaxana, and the stress of her work induces a crisis in her meta-conscious mind. Fortunately, Mrs. Troi recovers from the experience, and the Cairn are effusive in their praise for the unconventional Betazed ambassador.

the conference. Lwaxana saves many lives with her casual discovery, the first of many such feats she performs as ambassador.

Mrs. Troi is reunited with the *Enterprise* crew in 2366, when the ship arrives at Betazed to attend the biennial **Trade Agreements Conference**. Conference director **Reittan Grax** includes Lwaxana Troi in the Betazed delegation because he and her late husband were old friends. This is the first trade conference the **Ferengi** have been permitted to attend, and Lwaxana makes no attempt to disguise her antipathy toward the telepathically 'unreadable' species.

Fooling the Ferengi

When Lwaxana, her daughter, and **Commander William Riker** are subsequently kidnapped by the Ferengi **DaiMon Tog**, the ambassador's cleverness helps to save the day. She nearly convinces the infatuated Tog to give her his computer access code, and when this gambit fails, Lwaxana offers to remain as the Ferengi's constant companion – on condition that the two **Starfleet** officers are released from their captivity. Mrs. Troi then pretends to be escaping from the clutches of her jealous former lover, Jean-Luc Picard. The captain

OPPOSITES ATTRACT

Nude wedding

In 2368, Ambassador Lwaxana Troi agrees to marry **Campio**, third minister of the planet **Kostolain's Conference of Judges**. The couple have never met, but an exchange of profiles is enough to convince Lwaxana that the marriage will be a harmonious one. She insists that the ceremony take place aboard the *U.S.S. Enterprise NCC-1701-D*, in the presence of her friends and beloved daughter **Deanna**; Captain **Jean-Luc Picard** readily agrees to give the bride away. Lwaxana's free-spirited nature ultimately causes the extremely conservative **Campio** to back out of the marriage, but her vibrant personality proves to be no obstacle in her diplomatic life.



Free spirit

Lwaxana is eager to find a new husband, but she still refuses to change her outlook on life just to please the conservative **Campio**.

Naked nuptials

Lwaxana's marriage to **Campio** is called off when she follows Betazed tradition and arrives naked for the ceremony.



"Your minds are so unsophisticated, I can read your thoughts in my sleep."

— Ambassador Lwaxana Troi to the Antedean

Starfleet Uniforms: Mid 2360's

The mid-2360's see minor changes to **Starfleet** duty uniforms, as the design moves away from traditional primary colors to the black jumpsuits of the future.

The middle years of the 2360's are a transitional period for **Starfleet** uniform designs. In 2366, slight modifications are made to the basic duty uniform, as the previous V-necked tunics are gradually replaced with a high-collared version, and the decorative colored braiding on the black shoulders is abandoned. At first, only commissioned officers wear this new version of the tunic; enlisted crew still wear the V-neck version. By the end of the decade, however, all ranks have come into line with the new design.

The higher collar allows officers' rank pips to be displayed more prominently on the collar lapels, but in all other respects the uniforms retain the old design elements. The rank insignia remains a series of small black and gold pips

▶ **The mid 2360's sees the introduction of *Starfleet's* all-black jumpsuits. First worn only by cadets, this design later becomes the standard uniform for all *Starfleet* ranks.**

that indicate rank from ensign to captain, and the primary color-coding of the tunics still uses red to denote the command division, gold to denote engineering and security, and blue for medical and science.

The way forward

Cadets studying at **Starfleet Academy** during this period wear a uniform that is mostly black, with a bright red yoke across the shoulders. Interestingly, it is this style that reflects the future of **Starfleet** uniform designs.



▶ **The main change in the new uniforms is the addition of a stand-up collar, on which officers display their rank pips. The colors used to denote duty divisions remain the same.**



DUTY UNIFORM: OFFICERS
COMMAND



DUTY UNIFORM: OFFICERS
ENGINEERING AND SECURITY



DUTY UNIFORM: OFFICERS
MEDICAL AND SCIENCE



DUTY UNIFORM: CADETS
STARFLEET ACADEMY

Starfleet Uniforms: Mid 2360's

DUTY UNIFORM: CREWMAN
COMMANDDUTY UNIFORM: CREWMAN
ENGINEERING AND SECURITYDUTY UNIFORM: CREWMAN
MEDICAL AND SCIENCECAPTAIN [VARIANT 1]
RED OVERJACKETCAPTAIN [VARIANT 2]
GRAY OVERJACKETDRESS UNIFORM
ALL RANKSADMIRAL [VERSION 1]
FRONT FASTENING TUNICADMIRAL [VERSION 2]
V-NECK TUNIC



'Interface'

Geordi La Forge is devastated to learn that his mother has been killed, especially as she had not yet replied to the last message he sent her. He is even more shocked, however, when he appears to encounter the late Starfleet officer while interfaced with an experimental probe.

The **U.S.S. Enterprise NCC-1701-D** responds to a distress call from the **Science Vessel Raman** by taking up orbit above **Marijne VII**. **Commander William Riker**, **Lt. Commander Data**, and **Chief Engineer Geordi La Forge** plan to send an **Interface probe** to the **Raman**; it will be interfaced with Geordi, and will allow him to 'see' on board the ship.

Captain Picard arrives to inform Geordi that his mother, **Captain Silva La Forge**, has gone missing along with her ship, the **U.S.S. Hera**. She is presumed dead. Geordi reacts badly when Riker suggests that he take a few days off, and proceeds to the lab.

Geordi is interfaced with the **Raman**, and discovers that the ship's crew are dead. When flames appear, Geordi instinctively raises his hands to protect his face; he cries out in pain, and Data disconnects him from the interface.

Family reunion

Following an emotional exchange with his father, Geordi reconnects to the interface. He is shocked to see what appears to be his mother, **Silva La Forge**, standing in front of him. The encounter leaves Geordi in neural shock. When he awakens, he tells Picard that he must help his mother and her ship, which is trapped on the planet's surface. Picard does not wish to risk Geordi's life again, and asks Data to come up with an alternative plan to salvage the **Raman**.

Geordi disobeys Picard and returns to the **Raman**. He again encounters his mother, but this time she attacks him. As Data reverses the probe's tractor beams to free Geordi, Silva's body transforms into a flame, then returns to human form.

Geordi learns that the **Raman** accidentally picked up **subspace** beings from **Marijne VII**'s rings, trapping them on board when the ship left the planet's atmosphere. He explains this to Picard, and is allowed to return the beings to their home before being disconnected from the interface. Geordi receives a stern reprimand from Picard, though the captain is glad that he has found some sense of closure about his mother.

CAPTAIN'S LOG

STARDATE: 47215.5

"We are responding to a distress call from the **SCIENCE VESSEL RAMAN**, which is apparently trapped inside the turbulent atmosphere of an unusual gas giant planet. We will use an experimental interface probe in our attempt to rescue it."

ON SCREEN...



1 Chief Engineer **Geordi La Forge** dons an experimental interface suit in an attempt to communicate with the crew of the **SCIENCE VESSEL RAMAN**. This Federation starship has run into trouble in the hostile atmosphere of **Marijne VII**, a gas giant planet.



2 The suit allows Geordi to 'travel' around the ship via an **INTERFACE PROBE**, but when he encounters a fire on the vessel, his hands really do get burned.



3 Geordi is apparently contacted by his mother during his connection to the **INTERFACE PROBE**. **Captain Silva La Forge** has recently been reported missing in action and is presumed dead, but she claims to be trapped on **Marijne VII** and asks for Geordi's help.



4 **Jean-Luc Picard** is concerned that using the probe is too dangerous, but Geordi ignores the captain's orders, and is once again contacted by his 'mother.' This time, she encourages him to take the ship closer to **Marijne VII**, then admits that she is a subspace being trapped aboard the **RAMAN**.



5 The procedure puts Geordi in extreme danger, and it is only the quick thinking of **Dr. Crusher** and **Lt. Commander Data** that saves him from death.



6 **Picard** appreciates that Geordi has saved the subspace beings, but has little choice but to put the engineer on a charge for disobeying his direct orders.

STARSHIP FACTS



The interface unit is calibrated specifically for Geordi's VISOR inputs.



'Liaisons'

The crew of the *U.S.S. Enterprise NCC-1701-D* are proud to host the first Iyaaran visitors to the United Federation of Planets, but the aliens' odd behavior soon tries their patience, especially that of the Klingon Lt. Worf.

The *U.S.S. Enterprise NCC-1701-D* plays host to the ambassadors of a newly encountered alien race, the Iyaarans. Counselor Deanna Troi is assigned to escort Ambassador Loquel, while Commander William Riker accompanies Ambassador Byleth. Byleth takes an interest in Lt. Worf, however, and requests him as his liaison.

Captain Picard accompanies the Iyaaran pilot, Voval, on his trip back to Iyar. En route, their shuttle crashlands and Voval is badly injured. Picard heads off in search of help, but is knocked over by a bolt of plasma lightning. A shadowy humanoid figure appears and drags him away.

Strange rescue

Picard awakes to find himself under the care of a woman named Anna. She claims to have been trapped on the hostile planet for years, and says that Voval is dead. Picard comforts the distressed woman, only to learn that she is in love with him.

Back on the *Enterprise*, Byleth continually goads Worf. When they come to blows, the ambassador thanks the Klingon for a "wonderful demonstration," and heads off to document the event. In contrast, Loquel seems more concerned with overdosing on chocolate desserts.

Picard comes to suspect that Anna is holding him captive. He confronts her, but she escapes into the darkness. Moments later Voval appears, evidently not dead. The two men leave the shelter to search for Anna, but Picard is separated from the pilot.

The captain finds Anna ready to throw herself off a precipice. She transforms into Voval and explains that some years earlier, the Iyaarans discovered the remains of a Terellian freighter and its logs. They had difficulty understanding different emotions, and were hoping to experience these for themselves through their interactions with the *Enterprise* crew. Loquel was sent to experience pleasure, Byleth was sent to experience antagonism, and Voval, who is also an ambassador, was sent to experience love. Picard is annoyed by the deception, but realizes that the Iyaarans did not intend to really harm his crew.

LIAISONS'

"We are honored to be the site of the first cultural exchange between the Iyaaran people and the Federation."

— Captain Picard

ON SCREEN...



1 Worf admits to Data that he is finding it difficult to keep his patience with an Iyaaran visitor to the *U.S.S. ENTERPRISE*. The ambassador is rude and obnoxious, and seems determined to rile Worf.



2 The curious Iyaarans are fascinated by many aspects of human culture, such as families. The aliens do not mature, but emerge fully grown from natal pods; they have never encountered children before.



3 En route to Iyar, Picard's shuttle crashes and his pilot is apparently killed in the accident. The captain is 'rescued' by a woman who calls herself Anna, but Picard begins to feel like a captive.



4 Worf continues to find Byleth's attitude extremely annoying. The security officer's friends suggest an informal game of bridge to help clear the air, but Byleth accuses Worf of cheating.



5 Byleth appears determined to provoke Worf into a fight. Worf loses his temper, but the ambassador actually thanks the Klingon for the ensuing fistfight.



6 It transpires that the Iyaarans have been trying to understand human emotions. As they depart, the aliens are well aware that they have a lot to learn.

STARSHIP FACTS

 Ktarian Chocolate Puff contains at least 17 varieties of chocolate.



'In the Pale Moonlight'

The Romulans' non-aggression pact with the Dominion allows Jem'Hadar ships to strike at Federation vessels from within Romulan space. As the list of Federation casualties grows, Captain Benjamin Sisko realizes that desperate measures need to be taken.

CAPTAIN'S PERSONAL LOG

STARDATE: 51721.3

"Every Friday morning for the past three months I've posted the official list of Starfleet personnel killed, wounded, or missing in the war. It's become something of a grim ritual around here. Not a week goes by that someone doesn't find the name of a loved one, a friend, or an acquaintance on that damned list."

Captain Benjamin Sisko believes that were the **Romulans** to renounce their non-aggression pact with the **Dominion**, a victory may be possible in a war that the **Federation** otherwise seems likely to lose. He decides to force the Romulans' hand, reasoning that the Dominion eventually intend to occupy **Romulus**. Evidence can be found on **Cardassia**; Sisko enlists **Garak's** aid to locate it, but the former spy's contacts are all murdered. When the captain hears that **Betazed** has also fallen to the Dominion, he is desperate enough to agree to manufacture the evidence. He and Garak aim to convince **Vreenak**, the staunchest pro-Dominion member of the Romulan senate, of the **Founders'** duplicity. Vreenak is invited to visit **Deep Space Nine** en route to **Soukara**.

False evidence

The forger Garak recommends, **Grathon Tolar**, fabricates a holographic recording showing the Dominion discussing plans to invade Romulus. Prior to Vreenak's arrival, Garak suggests that, during Sisko's meeting, he should search the database on Vreenak's ship for information regarding the Dominion.

Sisko vainly tries to persuade Vreenak that the Romulans should abrogate their pact with the Dominion before screening the recording. Studying the **optolythic data rod**, Vreenak pronounces it fake and departs. Shortly afterward, however, the Romulan's ship explodes, revealing Garak's secondary plan – one he withheld from Sisko: their holographic evidence will be found, but now in no condition to be disputed as fake. The Romulans will conclude that Vreenak was murdered by the Dominion before he could reveal the information.

Garak is proved correct, and the Romulans ally themselves with the Federation and the **Klingons**, but Sisko feels he has achieved his aim at the cost of his self-respect. Prior to erasing the personal log containing the information, Sisko concludes that, given the outcome, he can live with his lying, cheating, and being an accessory to murder.

ON SCREEN...



1 Captain Sisko asks the wily Cardassian tailor Garak to help him bring an end to the non-aggression pact the Romulans have signed with the Dominion.



2 Garak arranges for a forger named Grathon Tolar to fabricate a holographic recording of the Dominion apparently discussing plans to invade Romulus.



3 In a display of uncharacteristic duplicity, Sisko invites Romulan Senator Vreenak to visit **DEEP SPACE NINE**. He shows Vreenak the fake holographic data rod.



4 Vreenak realizes that the data rod is fake. The senator also refuses to listen to Sisko as the captain advises him to break Romulus's pact with the Dominion.



5 Garak withheld his backup plan from Sisko: the destruction of Vreenak's ship. The Cardassian predicts that Romulus will blame the Dominion for Vreenak's death.



6 Boiling over with guilt and rage, Sisko finally takes out his frustrations on Garak, his own accomplice in the high-stakes deception. The captain eventually accepts that although he has lost his self-respect, he has at least won an important tactical victory for the beleaguered Federation.

STARSHIP FACTS

Despite warnings about the secrecy of his mission, Grathon Tolar causes an incident in Quark's. The Ferengi has to be bribed not to press charges.



'His Way'

Odo is intrigued to learn that the star of a new holoprogram is an accomplished matchmaker. The shy Changeling finally sees his chance of winning the heart of his beloved Kira Nerys, with whom he has been in love for years.

Dr. Julian Bashir purchases a new **holosuite program** starring **Vic Fontaine**, an early 1960's lounge singer. The program is significantly advanced over previous technology; Fontaine is fully aware of his holographic status, and particularly astute at assessing personal relationships.

During a visit to the program, **Dax** lets slip that **Kira** is due to visit her former boyfriend, **First Minister Shakaar**; Odo fears the couple will rekindle their relationship. When the shapeshifter overhears Bashir ascribe his successful courting to tips supplied by Vic Fontaine, he too asks the singer's advice. Vic accurately summarises Odo and Kira's relationship: the Changeling is infatuated, while Kira considers him nothing more than a friend. He offers hope by reminding Odo that women can change their minds.

Fontaine's primary advice is that Odo loosen up. Later, the singer arranges for a double date with a pair of holographic acquaintances. Odo's subsequent mood away from the holosuite is noticeably lighter, but his gloom returns at the news that Kira has prolonged her visit to **Bajor**.

Fontaine introduces Odo to a seductive Kira simulacrum, singer **Lola Chrystal**. Odo is fine in her company, but concludes that when faced with the real Kira, he will once again clam up.

Holographic deception

The cunning Fontaine arranges for Kira and Odo to have a date in the holosuite, deceiving Odo into thinking he will be dining with a refined version of the holographic Kira. Odo pours out his heart as Fontaine provides a romantic soundtrack. Once it is revealed that this Kira is no hologram, however, Odo shuffles away embarrassed.

Kira pursues Odo aggressively and takes the initiative in beginning the relationship. She sweeps aside the Changeling's fears of her feelings for Shakaar by saying their meeting was purely for business. An escalating disagreement concludes with a very public embrace on the **Promenade** – in full view of the shocked patrons of **Quark's bar**.

STARSHIP FACTS

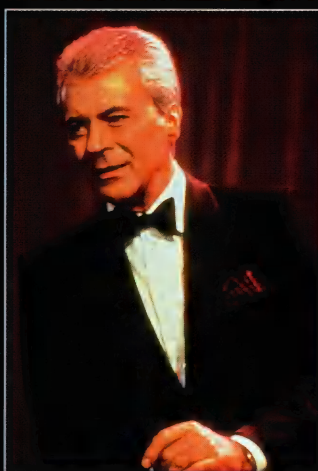
Vic brings Odo onstage to play the piano. The Changeling's objections are stymied by a self-playing piano, and he eventually gets into the part, enjoying himself in the process.

'HIS WAY'

"I owe the man. If it wasn't for him I wouldn't be dating Ensign Walker. She turned down three dinner invitations. I talked to Vic, he gave me a few pointers, and voila!"

– Dr. Julian Bashir

ON SCREEN...



1 Dr. Julian Bashir buys a new holosuite program from a friend. The starring character is a lounge singer, Vic Fontaine, and he is fully aware of his existence as a hologram aboard the space station.



2 Odo visits the Vic Fontaine holoprogram and learns that the singer is an astute analyst of relationships. The Changeling asks Vic for advice about Kira.



3 Vic creates a seductive, holographic version of Kira to observe how Odo will react. The Changeling is more relaxed in the company of the holographic Kira.



4 Vic Fontaine arranges a dinner date between Odo and the real Kira. Odo confesses his love to the colonel, believing that she is just another hologram.



5 After learning of his love for her, Kira pursues Odo. The couple have an argument on the Promenade, which ends with a very public kiss.



6 Odo and Kira kiss in full view of the shocked patrons of Quark's bar, amazed that the shapeshifting constable and the feisty colonel have become a couple.

S continued

Sveta

An important woman in the **Maquis** movement. Sveta was in prison during the 2373 **Dominion-Cardassian** campaign that eliminated her compatriots. In 2374, a letter sent by Sveta to former recruit **Chakotay** reported the sad news. (*Starship Log*: 'Hunters' [VOY]) **SEE FILES 18, 71**

swarm [1]

Simple life form traveling through, and drawing sustenance from, **Delta Quadrant** space. The swarm consisted of 2000 beings, and their combined output of **electrophoretic** activity triggered **Kes's** premature **elogium** in 2372. (*Starship Log*: 'Elogium' [VOY]) **SEE FILE 71**

Swarm [2]

This **Delta Quadrant** species fiercely defended its territory with **sensor nets**, **resonant particle waves**, **neuroelectric weapons**, and swarming ships against such interlopers as the **U.S.S. Voyager NCC-74656** and a **Mislen freighter**. (*Starship Log*: 'The Swarm' [VOY]) **SEE FILES 40, 71**

Swenson, Science Officer

This male crew member served aboard the **U.S.S. Enterprise NCC-1701-D** in 2364. Swenson was scheduled to fight **Tasha Yar** in an aikido match during the opening rounds of a martial arts contest. (*Starship Log*: 'Skin of Evil' [TNG]) **SEE FILE 69**

Swinin, Ensign

Female crew member on the **U.S.S. Voyager NCC-74656**. Swinn worked in the Engineering Department and liked to eat eggs. (*Starship Log*: 'Tuvix' [VOY]) **SEE FILE 71**

Switzer

This eminent archeologist attended the 2367's **Federation Archaeology Council** conference on the **U.S.S. Enterprise NCC-1701-D**. Captain Picard was nervous about giving a speech to Switzer and other important archaeology experts. (*Starship Log*: 'QPid' [TNG]) **SEE FILE 69**

Swofford, Captain Quentin

Commander of the **U.S.S. Cortez**, who gave his life retaking **Deep Space Nine** in 2374. The captain had been a friend of **Benjamin Sisko**, who introduced Swofford to his future wife. (*Starship Log*: 'Far Beyond the Stars' [DS9]) **SEE FILES 19, 70**

Sword of Kahless

The prototype **bat'leth**, designed and personally forged by **Kahless the Unforgettable**. This sacred **Klingon** artifact was stolen by the **Hur'q** and recovered, momentarily, in 2372 by **Jadzia Dax**, **Worf**, and **Kor**. (*Starship Log*: 'The Sword of Kahless' [DS9]) **SEE FILES 11, 60, 70**

▶ In 2372, Kor, Dax, and Worf temporarily recovered the legendary Sword of Kahless.



▶ In 2287, **Spock's** half-brother **Sybok** assembled a motley band of followers on the planet **Nimbus III**, and then seized control of the **U.S.S. ENTERPRISE**. Sybok needed the starship to complete his quest for the mythical planet of **Sha Ka Ree**.

sword of stars

Trakor's Third Prophecy talks of a 'sword of stars.' **Vedek Yarka** feared that a comet approaching **Deep Space Nine** in 2371 was a fulfillment of the prophecy, and threatened the **Celestial Temple**, but the 'sword' actually turned out to be a **phaser beam** that saved the **Bajoran wormhole** from destruction. (*Starship Log*: 'Destiny' [DS9]) **SEE FILES 10, 70**

Sybaron

This star system name became synonymous with 'loss' in 2374, after a battle at Sybaron saw the **Dominion** destroy half the **Federation's** Seventh Fleet. (*Starship Log*: 'The Reckoning' [DS9]) **SEE FILE 70**

Sybo

Gentle native of **Argelius II** and wife of **Prefect Jarvis**. In 2267, Sybo, a medium, was murdered during a séance to reveal the identity of a serial killer she called **Redjac**. (*Starship Log*: 'Wolf in the Fold' [TOS]) **SEE FILE 68**

Sybok

Charismatic and misguided **Vulcan**. In 2287, Sybok used **Nimbus III** as a springboard for a mission to locate **Sha Ka Ree** and God. Sybok was **Spock's** older, estranged half-brother. (*Starship Log*: **Star Trek V: The Final Frontier**) **SEE FILES 43, 45, 76**

Sydney-class transport

A small, personnel-carrying ship and **Runabout** predecessor, in use by 2293. **Sydney-class** vehicles came with and without **warp drive**. The **Sydney-class** ship **U.S.S. Jenolen** disappeared in 2294, with **Montgomery Scott** aboard. (*Starship Log*: 'Relics' [TNG]) **SEE FILES 30, 43, 69**

Sylleran Rift

A **Delta Quadrant** phenomena. In 2373, **Mikhal Traveler Zahir** described the Sylleran Rift to **Kes**, in the hope of persuading her to leave the **U.S.S. Voyager NCC-74656** and join his nomadic lifestyle. (*Starship Log*: 'Darkling' [VOY]) **SEE FILE 71**

Sylvia [1]

Melkotian illusion of a young woman living in 1881 Tombstone, Arizona. Sylvia loved gunslinger **Billy Claiborne**, the role in which **Chekov** was cast. The **Starfleet** officer played along, not wanting to hurt Sylvia's feelings. (*Starship Log*: 'Spectre of the Gun' [TOS]) **SEE FILE 68**

Sveta

Swarm [1]

Swarm [2]

Swenson, Science Officer

Swinin, Ensign

Switzer

Swofford, Captain Quentin

Sword of Kahless

sword of stars

Sybaron

Sybo

Sybok

Sydney-class transport

Sylleran Rift

Sylvia [1]

Sylvia [2]

Symbalene blood burn

symbiogenesis

symbiont

symmetric warp field

synaptic

synchronous orbit

Synon

synthale

synthelol

Synthococcus novae

syrup of squill

Syrus, Dr.

system 5 disruptors

System J-25

Syvar, Commander



▶ The Swarm language posed great problems for the universal translators on the **U.S.S. VOYAGER**.



▶ **Zahir**, one of the **Mikhal Travelers**, intrigued **Kes** with tales of the **Sylleran Rift** and other space phenomena.



Sylvia [2] Name adopted by a life form inhabiting **Pyrus VII**. 'She' was overtaken by sensations after the **transmuter** turned her into a human female. Sylvia attempted to woo **James Kirk** in 2267. (*Starship Log*: 'Catspaw' [TOS]) **SEE FILES 58, 68**

▶ The life form known as **Sylvia** traveled to the planet **Pyrus VII** with **Korob**, another of her kind. Both of them died when a device called the **transmuter** was destroyed in 2267.

Symbalene blood burn This uniquely fast-acting terminal disease has a deserved reputation as a planetary population killer. **Nomad's** technique for erasing the **Malurian** people in 2267, however, out-paced even the Symbalene blood burn. (*Starship Log*: 'The Changeling' [TOS]) **SEE FILE 68**

symbiogenesis This method of procreation involves two unrelated life forms giving birth to a third. In 2372, a **transporter** miscalculation commingled an orchid's symbiogenetic DNA with **Tuvok** and **Neelix**, producing **Tuvix**, a totally separate individual. (*Starship Log*: 'Tuvix' [VOY]) **SEE FILES 43, 71**

symbiont The more dependent life form in a symbiotic relationship. **Trill** symbionts retain the memories of each joining, and share them all with current hosts. Symbionts breed in the caves of **Mak'ala** on Trill and are inserted in deserving hosts, as determined by the **Symbiosis Evaluation Board**, a branch of the **Symbiosis Commission** located in the Trill homeworld's capital city. If a symbiont's host dies, a new one must be found within a few hours. (*Starship Log*: 'The Host' [TNG]; 'Emissary' [DS9]) **SEE FILES 9, 69, 70**



▶ In 2371, **Jadzia Dax** returned to the caves of **Mak'ala**, where the **Trill** symbionts breed in pools.

symmetric warp field See **static warp shell**

synaptic Having to do with a synapse, the point where an impulse jumps from one neuron to another. For example, **Vedek Bariel** suffered synaptic failure and loss of neural signals before dying in 2371. The **aphasia virus** randomly rerouted synaptic pathways. **Dr. Crusher** attempted synaptic induction therapy on a **Zalkonian** to encourage regrowth of neural cells. **Synaptic pattern displacement** is the technical term for **Vulcan mind-melding**, or **katra** transfer. Synaptic reconstruction removes the synaptic pathways responsible for abnormal, or undesired, behavior. Synaptic scanning is the complex technique **Dr. Noonien Soong** used to transfer his wife's personality and memories into an artificial positronic brain. Medical synaptic stimulators can support or jump-start a damaged brain. (*Starship Log*: 'Dagger of the Mind' [TOS]; 'Sarek' [TNG]; 'Babel' [DS9]; 'Warlord' [VOY]) **SEE FILES 68, 69, 70, 71**

synchronous orbit A type of orbit, in which the orbiting object matches the speed of the body being orbited and spins on its axis. This keeps a ship above one fixed place on the surface. (*Starship Log*: 'Inheritance' [TNG]) **SEE FILE 69**

Synon This female helm officer served on **General Martok's** ship, the **Ch'Tang**, in 2375. Synon witnessed **Kor's** last mission. (*Starship Log*: 'Once More Unto the Breach' [DS9]) **SEE FILE 70**

synthale **Quark's** bar offering, produced by the **Bajorans** and noted for its blue color. Quark warned **Benjamin Sisko** that the Bajorans made a dreadful ale, although **Miles O'Brien** regularly drank synthale. (*Starship Log*: 'Emissary' [DS9]) **SEE FILE 70**

synthanol A synthetic alcohol, this **Ferengi** intoxicant is available at every **Starfleet** installation. Its effects can be shaken off at will. **Jean-Luc Picard** was chastised by his vintner brother for allowing synthanol exposure to dull his taste buds. (*Starship Log*: 'Family' [TNG]; 'The Nagus' [DS9]; 'Someone to Watch Over Me' [VOY]) **SEE FILES 69, 70, 71**

Synthococcus novae A deadly organism thought to have been produced by artificial living environments and new technologies. Contracting *Synthococcus novae* ended **Dr. Sevrin's** career, prompting him to start a naturalist movement. (*Starship Log*: 'The Way to Eden' [TOS]) **SEE FILES 58, 68**

▶ The *Synthococcus novae* disease prematurely ended **Dr. Sevrin's** career in acoustic research.



syrup of squill Sweet, red liquid topping poured over such foods as **groat-cakes**. During 2373, syrup of squill was impossible to find. (*Starship Log*: 'The Magnificent Ferengi' [DS9]) **SEE FILE 70**



Syrus, Dr. The psychiatrist character in a fiendish brain-washing scenario, prepared by interrogators on **Tilonus IV** who hoped to extract tactical data from the mind of **William Riker**. Syrus worked at the **Tilonus Institute for Mental Disorders**. (*Starship Log*: 'Frame of Mind' [TNG]) **SEE FILE 69**

▶ **Commander William Riker** was fooled into thinking that the cruel, but illusory, psychiatrist **Dr. Syrus** actually existed.

system 5 disruptors These cannon-style **Cardassian** weapons are found in land-based installations and outposts. **Kira Nerys** and **Gul Dukat** scavenged system 5 disruptors from **Korma**, mounting them on Dukat's freighter in order to surprise a **Klingon** ship. (*Starship Log*: 'Return to Grace' [DS9]) **SEE FILE 70**

System J-25 A star system containing a **Class-M** planet. In 2365, the system displayed fresh holes where cities had stood – proof that the **Borg** were 7000 light years from **Federation** territory. (*Starship Log*: 'Q Who' [TNG]) **SEE FILE 69**

Syvar, Commander This cocky **Vulcan** dart player and science officer served on the **Garuda**. **Quark** arranged a dart match between Syvar and **Miles O'Brien** in 2371. Syvar won only because O'Brien's shoulder gave out. (*Starship Log*: 'Shakaar' [DS9]) **SEE FILES 8, 70**

T

T'Acog, I.K.S. In 2364, this *K't'inga*-class **Klingon Battle Cruiser** was tasked with transporting dissidents **Konnell**, **Kunivas**, and **Captain Korris** home. The trio demolished the ship and escaped. (*Starship Log*: 'Heart of Glory' [TNG]) **SEE FILES 34, 48, 69**

t'an Small rods used in the **Vulcan** game puzzle **kal-toh**. A player arranges dozens of t'an until a balanced expression is achieved. The t'an then morph into a solid design. (*Starship Log*: 'Alter Ego' [VOY]) **SEE FILES 8, 71**



▶ The aim of kal-toh is to form the many t'an into a symmetrical pattern.

T'an s'at This **Vulcan** phrase encapsulates a rational procedure for dismantling emotional patterns. Step one is defining the emotional complex in which one is enmeshed. Step two involves meditative suppression. (*Starship Log*: 'Alter Ego' [VOY]) **SEE FILES 8, 71**

T'fan This **Bajoran** wind instrument looks something like a flat version of a clarinet. A T'fan player often leads the procession that carries an **Orb** into a temple. (*Starship Log*: 'Resurrection' [DS9]) **SEE FILES 10, 70**

T'gha maneuver In **bat'leth** tournaments, such as the one held on **Forcas III** in 2370, certain tactics are illegal. The T'gha maneuver, in which the opponent is hit on the head, is one such unsportsmanlike attack. (*Starship Log*: 'Parallels' [TNG]) **SEE FILES 11, 69**

t'gla This **Klingon** farm animal is not known for its intelligence. **Jadzia Dax** was compared to a mindless t'gla, led to the slaughter, after she had allowed her symbiont to be removed without resistance. (*Starship Log*: 'Invasive Procedures' [DS9]) **SEE FILE 70**

T'Hain This **Vulcan** authored the 'Dictates of Poetics', which **Tuvok** referenced during discussions about dramatic structure with **Tom Paris**. One of T'Hain's tenets was that established character traits determine a plotline. (*Starship Log*: 'Worst Case Scenario' [VOY]) **SEE FILES 8, 71**

T'Jara The daughter of a **Terellian** ambassador to **Vulcan**. T'Jara and **Tuvok** attended the same educational establishment, until Tuvok's unrequited passion for T'Jara led to the young Vulcan's banishment from school and home. (*Starship Log*: 'Gravity' [VOY]) **SEE FILES 8, 43, 71**



▶ The **Vulcan isolationist** movement used the disused caves of the **T'Karath Sanctuary** as a base, until they were exposed by **Captain Picard**.

T'Jon This **Ornaran** freighter captain was barely competent to shuttle goods between **Brekka** and **Ornara**. T'Jon's **felcium** addiction led to his ship's destruction and the death of two crew members, although the cargo was saved. (*Starship Log*: 'Symbiosis' [TNG]) **SEE FILES 18, 69**



▶ Like most of his race, T'Jon was addicted to a narcotic drug. He believed felcium was a vital medicine.

T'Kar This **Klingon** mercenary provided the muscle for **Verad's** plot to join with the **Dax** symbiont. T'Kar had no respect for the Klingon government, nor for its alliance with the **Federation**. (*Starship Log*: 'Invasive Procedures' [DS9]) **SEE FILES 9, 70**

T'Karath Sanctuary This underground cave system on **Vulcan** was used as a base during a civil war 20 centuries ago. By 2370, Vulcan isolationists had begun covertly using the area for their own purposes. (*Starship Log*: 'Gambit', Part II [TNG]) **SEE FILES 8, 69**

T'Kumbra, U.S.S. This **Nebula**-class starship was under the command of the **Vulcan Captain Solok** in 2375. After fighting at the **Dominion-Cardassian** front, the T'Kumbra checked in at **Deep Space Nine** for renovations and repairs, while its crew played a game of baseball. (*Starship Log*: 'Take Me Out to the Holosuite' [DS9]) **SEE FILES 7, 19, 31, 70**

T'lana The female protagonist in Volume III of the erotic **holoprogram** 'Vulcan Love Slave'. T'lana is aggressive, wears black, and carries a big knife. **Quark** hoped to play **Shmun** to **Ezri Dax's** T'lana. (*Starship Log*: 'The Emperor's New Cloak' [DS9]) **SEE FILE 70**

T'Lani This **Alpha Quadrant** species spent centuries warring with the **Kellerun**. During the war, the entire population of **T'Lani III** was wiped out by biogenic weapons. When a T'Lani-Kellerun peace treaty was defined in 2370, **Federation** help was required to eradicate **harvester** nanobiogenic weapons, stockpiled on a T'Lani munitions cruiser. (*Starship Log*: 'Armageddon Game' [DS9]) **SEE FILES 18, 60, 70**

T'Acog, I.K.S.
t'an
T'an s'at
T'fan
T'gha maneuver
t'gla
T'Hain
T'Jara
T'Jon
T'Kar
T'Karath Sanctuary
T'Kumbra, U.S.S.
T'lana
T'Lani
T'Lar
T'Lara, Admiral
T'li Beta
t'lokian schism
T'Lor
T'Meni
T'Met
T'nag
T'ong, I.K.S.
T'Paal
T'Pan
T'Pan, Dr.
T'Para
T'Pau
T'Pau NSP-17938
T'Pel
T'Pel, Ambassador
T'Penna
T'Pera



▶ **Klingon rebels** led by **Captain Korris** escaped from custody aboard the **I.K.S. T'ACOG**, completely destroying the **KLINGON BATTLE CRUISER** in the process.



▶ The **Vulcan crew** of the **U.S.S. T'KUMBRA** fielded a successful baseball team. The **Logicians** trounced a team from **DEEP SPACE NINE**.



T'Lar This highly-respected **Vulcan** priestess agreed to attempt the **fal-tor-pan** ceremony in 2285. T'Lar relieved **Leonard McCoy** of **Spock's** **katra** and, after many hours, successfully rejoined Spock's body and spirit. (*Starship Log: Star Trek III: The Search for Spock*) **SEE FILES 8, 45, 74**

▶ **T'Lar proved that the fal-tor-pan ceremony was more than just a half-remembered legend.**



T'Lara, Admiral This female **Vulcan Starfleet** official convened a hearing on **Deep Space Nine** in 2372, to decide if **Worf** should be extradited to the **Klingon** homeworld to face charges of mass murder. (*Starship Log: 'Rules of Engagement' [DS9]*) **SEE FILES 8, 19, 70**

T'Ili Beta A planet in the **T'Ili Beta system**. In 2367, the **U.S.S. Enterprise NCC-1701-D** collided with a swarm of two-dimensional creatures in a region six-and-a-half days travel from T'Ili Beta. (*Starship Log: 'The Loss' [TNG]*) **SEE FILE 69**

T'lokan schism This **Vulcan** medical term describes a battle between the conscious and unconscious mind. A Vulcan's attempt to suppress a traumatic memory can result in brain damage, and in extreme cases produces self-lobotomy. (*Starship Log: 'Flashback' [VOY]*) **SEE FILES 8, 71**

T'Lor This **Tiburon Starfleet** officer was stationed on **Deep Space Nine**. His survey of **Torga IV** helped reveal rich **cormaline** deposits. T'Lor died in the **Gamma Quadrant**, capturing a downed **Jem'Hadar Attack Ship**. (*Starship Log: 'The Ship' [DS9]*) **SEE FILE 70**

T'Meni A popular female name on **Vulcan**. **Tuvok's** eldest son, **Sek**, fathered a child whom he named T'Meni, after his maternal grandmother. (*Starship Log: 'Hunters' [VOY]*) **SEE FILES 43, 71**



T'Met This **Romulan Warbird** rendezvoused with **Romulan** operatives who had hijacked the **Federation's U.S.S. Prometheus** prototype starship in 2374. The **T'Met** was no match for **Starfleet** vessels. (*Starship Log: 'Message in a Bottle' [VOY]*) **SEE FILE 71**

▶ **The ROMULAN WARBIRD T'MET was one of several Romulan vessels that tried to hijack an experimental Starfleet ship. The plot was foiled by two holographic doctors.**

T'nag This **Klingon** general was killed at **Korma Pass** when his advancing army was halted by three legions commanded by **Kang**, **Kor**, and **Koloth**. T'nag's body was found among the dead. (*Starship Log: 'The Sword of Kahless' [DS9]*) **SEE FILE 70**

T'Ong, I.H.S. This **Klingon sleeper ship**, a **K't'inga-class Battle Cruiser**, was commanded by **Captain K'Temoc**. The **T'Ong** was sent into deep space in 2290, and returned in 2365, its slumbering crew unaware of the **Klingon-Federation** peace. (*Starship Log: 'The Emissary' [TNG]*) **SEE FILES 34, 48, 69**

T'Paal See **Tallera**

T'Pan This **Vulcan science vessel** docked at **Deep Space Nine** in 2373. (*Starship Log: 'Business As Usual' [DS9]*) **SEE FILES 31, 70**

T'Pan, Dr. This **Vulcan** expert in **subspace morphology** was director of the **Vulcan Science Academy** for 15 years. Her tenure ended in 2369, the same year in which she attended **Dr. Reyga's metaphasic shield** demonstration aboard the **U.S.S. Enterprise NCC-1701-D**. (*Starship Log: 'Suspicious' [TNG]*) **SEE FILE 69**

T'Para A character in the song '**Falor's Journey**'. T'Para was known as a source of truth. In the narrative, **Falor** traveled the **Voroth Sea** to hear her wisdom. (*Starship Log: 'Innocence' [VOY]*) **SEE FILES 8, 71**

T'Pau One of **Vulcan's** most revered leaders. In 2267, after officiating at **Spock's** aborted wedding to **T'Pring**, she saved **Captain James T. Kirk's** career by telling **Starfleet** that she had requested his visit to **Vulcan**. In 2373, the **U.S.S. Voyager NCC-74656's** **EMH** created a holographic **T'Pau**. (*Starship Log: 'Amok Time' [TOS]; 'Unification', Part I [TNG]; 'Darkling' [VOY]*) **SEE FILES 8, 68, 71**



▶ **The U.S.S. VOYAGER's EMH planned to add T'Pau's character traits to his program.**

T'Pau NSP-17938 This **Vulcan** starship was named for the race's influential leader. After its decommission in 2364, the **T'Pau** was used in a **Romulan** invasion plot. (*Starship Log: 'Unification', Part I [TNG]*) **SEE FILES 31, 69**

T'Pel This **Vulcan** female married **Tuvok** in 2304, and gave him three sons and a daughter. Tuvok assumed T'Pel would remarry after his disappearance, but a letter he received in 2374 indicated otherwise. (*Starship Log: 'Persistence of Vision' [VOY]*) **SEE FILES 43, 71**

T'Pel, Ambassador SEE **Selok**, Subcommander

T'Penna The **U.S.S. Voyager NCC-74656's** **EMH** studied recordings of this **Vulcan** soprano and **Soral** singing '**La Boheme**'. (*Starship Log: 'The Swarm' [VOY]*) **SEE FILES 8, 43, 71**

T'Pera This holographic **Vulcan** woman was designed by the **U.S.S. Voyager NCC-74656's** **EMH** to be an acceptable outlet for **Vorik's Pon farr** emotions. She proved to be an inadequate substitute for the real thing. (*Starship Log: 'Blood Fever' [VOY]*) **SEE FILES 8, 43, 71**

▶ **The U.S.S. VOYAGER NCC-74656's EMH was particularly proud of T'Pera, who he designed to help alleviate Vorik's Pon farr. Vorik found the hologram unsatisfactory, however, and was intent on mating with B'Elanna Torres.**





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69>



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CONTENTS: PART 168

The Guide to the STAR TREK Galaxy

POLLUX IV
BAJORAN Festivals and Celebrations
KLINGON Ethical Conflicts

FEDERATION STARFLEET

U.S.S. VOYAGER NCC-74656: Sensor Systems

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STAR SYSTEMS

The Guide to the STAR TREK Galaxy

FILE 4 CARD 25

POLLUX IV



STAR SYSTEMS

A remote planet in the **Beta Geminorum** system contains no life forms and only the ruins of a once great temple. There is little to indicate the remarkable influence **Pollux IV** has had on the history of Earth's civilization.

By the 24th century, **Pollux IV** is a mausoleum to a dead race. Only a few pale rocks, scattered about a white stone courtyard, indicate that intelligent life ever existed here. The native race of the planet has been extinct for more than a century, and the only records that remain of the beings who once called this world home exist in **Starfleet** data banks.

Pollux IV is the fourth planet of the **Beta Geminorum** system; the closest **Federation** outpost is **Starbase 12**. It is a **Class-M** planet with a nitrogen-oxygen atmosphere, and bears a remarkable similarity to Earth when viewed from space. The comparison extends to the planet's surface – the green land masses and wide blue oceans seen from space translate into idyllic, tree-lined groves.

The sound of birdsong indicates that at least some fauna has evolved in the four billion years of the planet's existence.

Garden of the gods

The planet was not always so bereft of intelligent life, however. It was once home to a spacefaring race, who wielded powers that made them seem like gods to less advanced cultures. These beings were basically humanoid; **Starfleet** physician **Dr. Leonard McCoy** makes a **tricorder** scan of the last surviving member of the race shortly before his death in 2267, and proclaims him to be "Nothing special," although the scan does reveal an extra organ in the being's chest. This remarkable extra feature in fact made the

beings very special indeed, as it allowed them to channel energy through their bodies. They used it to change their appearance, create storms,

Wide, calm rivers flow through Pollux IV's idyllic, treelined groves. Waterlilies float serenely on the surface of the water, and the sound of gentle waterfalls can be heard falling softly in the distance.

OTHER CARDS IN THIS FILE...

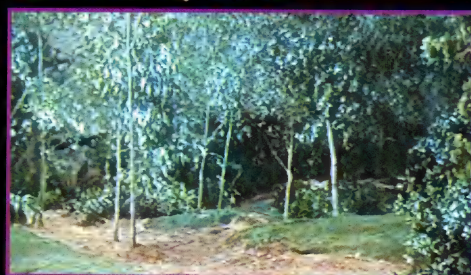
- 8 BRIORI HOMEWORLD
- 9 PLANET HELL
- 10 KAZON TRAINING BASES
- 11 MINOS
- 12 THE KALANDAN OUTPOST
- 25A APOLLO'S TEMPLE

SEE OTHER FILES...

CHARTING THE GALAXYFile 3
OTHER GROUPS AND RACES...File 18
STAR TREK: THE ORIGINAL SERIESFile 68



Pollux IV is a **Class-M** world with wide oceans and large continents. From orbit, it looks remarkably like Earth.



The surface of Pollux IV is also very Earth-like. The land masses feature grassy meadows and forests, filled with the sound of birdsong.

PLEASANT MEMORIES

Home from home

It is not known if the **Pollux IV** beings inspired Earth's ancient Greeks to build structures mirroring those found on their homeworld, or whether they recreated human structures on their return to **Pollux IV**. Either way, it appears that the temple on their homeworld holds nostalgic memories of a time they loved, and to which they hope to return one day. By 2267, only **Apollo** dwells in the temple to greet long-awaited visitors from Earth, who arrive in the form of the crew of the **U.S.S. Enterprise NCC-1701**.

U.S.S. ENTERPRISE archeology and anthropology officer **Lt. Caroline Palamas** is fascinated by the ancient Greek architecture found on **Pollux IV**.



Planet	Pollux IV
Class	M
Quadrant	Alpha
Inhabitants	Humanoid
Current status	The inhabitants are all extinct by 2267.
Surface	The climate and landscape is very similar to that found in the Mediterranean regions of Earth.
Life Forms	The natives were humanoid, but an extra organ in their chest allowed them to channel vast amounts of telekinetic energy through their bodies. To primitive cultures, they seemed like gods.
Starship Log	STAR TREK: The Original Series 'Who Mourns for Adonais?'



The Guide to the STAR TREK Galaxy

FILE 4 CARD 25

POLLUX IV



Most of the information on Pollux IV's amazing race contained in Starfleet's database is gathered by a landing party from the U.S.S. ENTERPRISE in 2267.



communicate telepathically, and transport themselves from one place to another.

The Pollux IV beings were not mortal. They appear to have been able to live indefinitely, although they could choose to end their existence by "returning to the cosmos" – dissipating their energy to the winds. They fed on love and admiration as humans feed on food, and without this they eventually ceased to exist; open hostility toward them could quicken this process, and if they had no emotional contact at all, an artificial power source was required to maintain them. This power was provided by a generator housed in a temple-like structure, and starship scanners could detect the radiated energy pulsation it emitted.

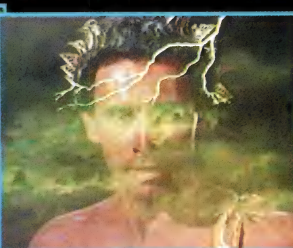
The Pollux IV beings appear to have been a relatively benign race. Five thousand years ago, a group of travelers from Pollux IV journeyed to Earth, where they settled in the area that would become Greece. Their incredible powers made them seem like gods to the simple native shepherds, and the locals soon

began to worship these strange newcomers, thus giving them the love and admiration they needed to survive.

Leaving the flock

As time went by, and human civilization became more advanced, the Greeks moved away from a belief in their pantheon. It was well within the aliens' power to show the humans their wrath, and force them to continue their worship, but instead they chose to accept their fate. Demonstrating the civilized manner they had introduced to their subjects, the 'gods' simply left, returning to Pollux IV.

Back on their homeworld, they built structures similar to those of ancient Greece and lived a life much like they had on Earth. Without worshippers, however, the planet was an empty place, and the travelers did not have the power to leave again. Instead, they waited patiently in the hope that human worshippers would one day return to them. As the millennia passed, and they gradually realized that new worshippers may never come, they



Like his fellow 'gods,' Apollo can telekinetically control the elements.

Carolyn Palamas faces Apollo's wrath when she rejects his love.



spread themselves to the winds. All except **Apollo**, who continued to wait.

Apollo, the last of the Pollux IV 'gods,' is ecstatic when human travelers eventually arrive in the form of a landing party from the **U.S.S. Enterprise NCC-1701**.

He offers them paradise in return for their adoration, but they reject his offer. When he tries to force them to stay, they destroy the energy generator that sustains him. Even then, however, it is possible that he has the power to eradicate the visitors but,

like his ancestors, he knows that such an act of petty revenge is pointless, and instead chooses to join his people in the noncorporeal state that marks the next stage of their existence.

Sentient existence

Before joining his long gone peers, Apollo addresses them by name and asks for their acceptance, which indicates that even without their humanoid forms, the Pollux IV race may retain some kind of sentience.

Apollo's 'death' finally

GALAXY FACTS

The Beta Geminorum system is unusual in that none of its planets appear to contain intelligent life; Pollux IV now follows this trend.

The spacefaring inhabitants of Pollux IV developed no equivalent of Starfleet's Prime Directive to govern their interaction with other races, but what influence they had proved to be far more beneficial than destructive.

marks the end of a golden age in human history. With the exception of the **Vulcans**, few other extraterrestrial races have had such a positive influence on human society, and it is of great value that at least one of this incredible species survived long enough to ensure that the true facts about his people's history are recorded. The remains of Apollo's temple on Pollux IV will no doubt continue to be of immense interest to **Starfleet** for many years to come.

HYBRID OFFSPRING

Emotional beings

Emotionally, the Pollux IV beings are not so different from other humanoid races. They are capable of feeling love and compassion, and can interbreed easily with Earth humans, as recorded in Greek mythology. Apollo is one such human-hybrid offspring. Like his Pollux IV peers, he appears to live indefinitely and wields the same telekinetic powers. Apollo is the son of Zeus and the human woman Leto, and, like his amorous father, he has a weakness for women. When the **U.S.S. Enterprise** landing party arrives in 2267, Apollo is instantly attracted to Lt. Carolyn Palamas and remarks that Earth still produces the most beautiful women in the Galaxy.

Despite the promise of paradise on Pollux IV, the **ENTERPRISE** landing party refuse to worship Apollo. Instead, they reject him, thus depleting his power.



True to his portrayal in ancient Greek texts, Apollo is a passionate being who easily falls in love.

The human-hybrid Apollo is the last of his race to give up hope that humans will return to worship them.



The landing party from the U.S.S. ENTERPRISE are forced to destroy Apollo's temple – the source of his power.





THE
BAJORANS

The Guide to the STAR TREK Galaxy

FILE 10

CARD 13



THE
BAJORANS

FESTIVALS AND CELEBRATIONS

The Bajoran people have religious ceremonies that mark nearly every major event during their lives, as well as the passing of the seasons. Faithful observation of these rituals helps to bind their society together.

Every year, devout **Bajorans** reflect on their actions, meditate, and pray to the **Prophets** during a period known as the **Days of Atonement**. The night before it commences, Bajoran monks, called **pyrlars**, and their priests, the **vedeks**, gather at religious retreats to perform a special ritual. The rooms used are often underground, and filled with intricately carved pillars. A large concrete circle dominates the center of the space, and three posts extend from the concrete base to form a triangle, from which a metal

cauldron is hung. A vedek leads the other monks into the chamber with great solemnity, and they sit around the circle as he kneels and proclaims "May the Prophets walk with us as we begin our journey." He then lights a long taper and uses it to fire the cauldron. As this light gains in strength, the monks unfold their arms so that their elbows are bent and their palms raised upward. This is just one of the many rituals that Bajorans observe every year, reminding them of their place in the universe and bringing their society together in celebration.

During the month-long



Sacred ceremony

The Days of Atonement is just one of the many ceremonies observed by devout Bajorans.

Time of Cleansing,

Bajorans abstain from all worldly pleasures. They do not drink, gamble, play games, or dance, although they will dine at home with friends. Public places such as bars and **holosuites** are virtually abandoned until the month is over.

Not every Bajoran tradition is as solemn as the two mentioned above. The **Bajoran Gratitude Festival**, for example, allows people to leave their troubles behind and feel



renewed. The festival is led by a **presidor**, who begins the celebration by pouring clear liquid from two traditional glasses into a long brazier. The combined liquid turns bright blue and, at the end of the brazier, ignites into a blue flame. People write their worries and fears on paper known as **Renewal Scrolls**. The presidor takes these scrolls and throws them into the fire, saying "As the Scrolls burn, may your troubles

turn to ashes with them." The festivities then begin in earnest, as the celebrants spend the next 26 hours enjoying the jugglers, street musicians, and acrobats that contribute to the carnival atmosphere.

Life markers

Each stage in a Bajoran's life is marked with ceremony and ritual. Unlike most species, Bajorans consider the birthing process to be as

RITUALS OF THE DEAD

Afterlife experience

Bajorans believe that the soul is more important than any physical remains, and also that the dead need to achieve closure with their former life by saying goodbye to those they cared about. These beliefs are incorporated into the Bajoran equivalent of Shiva - the Death Chant, a complicated ritual that takes over two hours to complete. Once it is finished, a mourner will light a large ceremonial lamp called a **duranja** in their home, then pray to the flame, entreating the Prophets to guide the deceased into heaven. The closer one is to the deceased, the longer the lamp is lit and the prayers repeated. Likewise, the invisible and intangible spirit of the deceased, known as a **borhyas**, should also spend time saying goodbye to everyone they cared about during their life, a ritual Ro Laren observes after she thinks she has died.



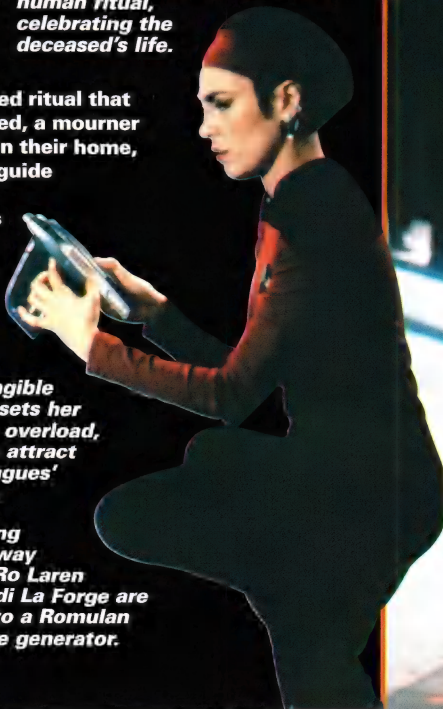
The intangible Ro Laren sets her phaser to overload, hoping to attract her colleagues' attention.



During an away mission, Ro Laren and Geordi La Forge are exposed to a Romulan interphase generator.



The U.S.S. ENTERPRISE crew believe that La Forge and Ro are dead and hold a wake for them. Ro is puzzled by this human ritual, celebrating the deceased's life.



GALAXY FACTS

When a Bajoran girl reaches the age of 14, her family celebrates the occasion with the **ih'tanu** ceremony, which is usually followed by a party.

Many Bajorans ask the Emissary, Benjamin Sisko, to bless them at rituals such as weddings and rites of passage.

The Rite of Separation is performed by couples who wish to end their relationship as friends.

Bajorans celebrate the birth of a child, and welcome it into the world.



THE BAJORANS

The Guide to the STAR TREK Galaxy

FILE 10 CARD 13

FESTIVALS AND CELEBRATIONS



THE BAJORANS

much a mystic ritual as a secular medical event. In order to deliver, a Bajoran woman must be properly relaxed. She finds her internal rhythm by listening to the music of a gong and rattles played by the midwife, her family, and

friends, who all sit with her while she is in labor. These attendants are all clothed in ceremonial garb. As the baby is born, he or she is greeted with traditional phrases such as "Awake child," "We await you with love," and "We welcome you into the world." As children grow up, there are special rituals to mark the passage into adulthood. Bajoran death rituals are even more elaborate, as the soul's passage into their afterlife is celebrated by a two hour **Death Chant**.

Bajorans recognize that one often goes through a series of romantic

relationships before marrying, and that it is better for these affairs to end as amicably as possible. The **Rite of Separation** is a ritual that serves to end a relationship without pain or bitterness, and helps the couple remember the good times they shared.

Amicable separation

The two partners face each other while kneeling on cushions – a small gold ceramic bowl sits on a pedestal between them. The first takes the bowl and says, "Our paths have grown apart," sips from it, and then gives it to the other. The second participant notes that "What was one is now two" and also sips. The first responds with the observation "The time for sharing is over," then takes the bowl and smashes it on the stand. This is followed by the closing remark "May the Prophets guide you toward the path of happiness," to which the second replies "And may they walk with you always." The former lovers then raise their arms and firmly clasp each other's



O'Brien and Bashir take advantage of the empty holosuites in Quark's bar during the Bajoran Time of Cleansing.



GUESTS ARE WELCOME

Outsiders

The most admirable quality about Bajoran religion must be its hospitality toward outsiders. It appears that believers and non-believers alike are welcome to participate in celebrations. This is clearly illustrated on board space station **Deep Space Nine**. The Gratitude Festival has been held at least three times on the Federation station, attended by Bajoran and non-Bajoran residents alike. Even more personal events can involve outsiders. In 2371, surrogate mother Major Kira Nerys gives birth to the O'Briens' baby. The human couple participate in a traditional Bajoran birthing ceremony, lending their support as both family and friends.

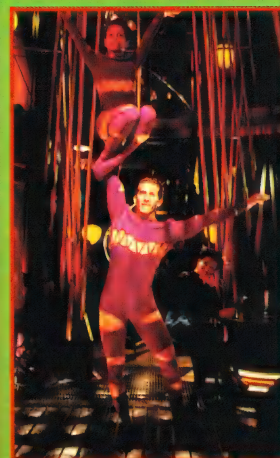


Miles and Keiko O'Brien play Bajoran musical instruments to help Kira find her natural birthing rhythm.

When Kira gives birth to Kirayoshi O'Brien, she is supported through the ritual by the O'Briens and Shakaar.



The Gratitude Festival held aboard **DEEP SPACE NINE** is a multicultural affair, with Bajoran and non-Bajoran residents attending the festivities.



The Bajoran Gratitude Festival is a colorful affair. Celebrants are entertained by acrobatic performers and jugglers.

hands, leaning toward each other until they almost touch noses. Then, suddenly and simultaneously, they turn their heads so that they are cheek to cheek. This looking away from each other concludes the ceremony.

Ironically, Bajoran marriage ceremonies also contains elements of the Rite of Separation. Weddings are performed by a spiritual leader who stands in front of the couple while holding a black tray. On top of the tray is a book covered in woven magenta and silver strips, from which the leader reads; the wedding party stands on each side of the priest. As the rites are being read out, the couple pass a small gold bowl between themselves. It is filled with a brownish, milky liquid. The woman lifts the cup to the man so he can sip from it, then passes it over. The process is repeated between groom and bride. The priest then takes the bowl from the woman, and concludes the ceremony with the traditional invocation "You may now kiss the bride."

Strength in faith

Over their long history, through the **Cardassian** occupation and beyond, it has been the Bajorans' faith in the Prophets that has been their greatest strength, enabling them to survive and grow as a people. This faith is reflected in the importance of ritual and ceremony throughout a Bajoran's journey from birth to death.



THE
KLINGON
EMPIRE

The Guide to the STAR TREK Galaxy

FILE 11

CARD 2B



THE
KLINGON
EMPIRE

KLINGON ETHICAL CONFLICTS

It is perhaps the most basic tenet of the Klingon warrior ethic that, above all else, a Klingon must serve the cause of honor no matter what the cost. There are occasions, however, when what actually constitutes the most honorable course of action is far from clear.

As a race, the **Klingons** have always prided themselves on their sense of honor and their dedication to duty. Despite these seemingly intractable codes of conduct, however, the **Klingon Empire** still exhibits signs of insidious corruption, and its leading figures are not above playing power games for their own personal gain.

Numerous misdeeds within Klingon society have been excused by the justification that they were "for the good of the Empire." In fact, many dishonest actions serve

only to strengthen certain individuals' power and influence. In the earliest times of the empire, when the violent culture of the Klingon people was lawless and fractured, duplicity often went unnoticed, so that generations later the events take on the status of historical truth.

One such example of this can be seen in the story of **Emperor Reclaw**, who ruled the empire during the **Second Klingon Dynasty** period. Reclaw was murdered along with his entire family by **General K'Trelan**. A decade later, a **Third Klingon Dynasty** was established by a new 'Imperial family,' who

assumed the names and titles of Reclaw's noble house in order to perpetuate the deception that the emperor had not died. In actuality, these usurpers of the throne were not descended from noble blood like Reclaw's clan, but were ordinary commoners who had seized upon an opportunity for greatness.

Historical propaganda

These 'facts' are hotly disputed by historians, and by Klingons who trace a direct lineage to this period. **Lady Sirella**, of the **House of Martok**, claims ancestry from **Shenara**, daughter of Reclaw, but this is called into question by **Jadzia**

Lady Sirella of the House of Martok claims that she can trace her lineage back to the **Second Klingon Dynasty**, but it is more likely that she is the daughter of a court concubine than a royal princess.



Dax just prior to her wedding in 2374. Dax points out that Sirella is in fact descended from **Karana**, a lowly concubine who lived outside the imperial stables.

This kind of manipulation of the truth does not end in the empire's past. Incidents in the 24th century show that the falsification of facts to fit a desired outcome is still a tool of politics in the

Klingon Empire. In 2366, **Starfleet** officer and Klingon citizen **Worf** learns that his father, **Mogh**, is accused of colluding with the **Romulans** on the 2346 **Khitomer** outpost attack. Worf and his brother **Kurn** were orphaned, and 4000 Klingons died during this massacre. Taking the matter to the **Klingon High Council** to clear his father's name, Worf discovers that

DISHONORABLE WARRIORS

Devious tactics

Not all Klingons are warriors: many serve the interests of the empire using underhand tactics such as subterfuge or sabotage. Examples of such individuals include the surgically altered spy **Arne Darvin**, who attempts to sabotage the Federation's development program with **Sherman's Planet** in 2267. Some Klingons have even been known to conspire with the enemy in order to achieve their ends. **General Chang**, for example, works with certain **Starfleet** officers to prevent a peace treaty being signed between the Klingon Empire and the Federation. Fortunately, **Chang** is stopped by the crew of the **U.S.S. Enterprise NCC-1701-A**, but not before he arranges the assassination of **Chancellor Gorkon**. In 2367, Klingon Special Emissary **Kell** collaborates with the **Romulans** to sabotage the alliance between the Federation and the empire. Like **Chang**, **Kell** is also prepared to sacrifice other Klingons for his cause, and orders the murder of Klingon Governor **Vagh**.

Kell tries to divide the Federation and the Klingon Empire, by using an officer from the **U.S.S. ENTERPRISE** as an assassin.



The cunning **Arne Darvin** is surgically altered to appear human. He serves the Empire as a spy.



In the 23rd century, **Darvin** is identified as a Klingon spy when a tribble becomes distressed in his presence.

General Chang conspires with certain **Starfleet** officers to assassinate **Chancellor Gorkon**.





The Guide to the STAR TREK Galaxy

FILE 11 CARD 2B

KLINGON ETHICAL CONFLICTS



▼ **Duras torments Worf throughout the 2360's. He tarnishes the reputation of Worf's father, and strips the House of Mogh of its honor. Worf finally kills Duras for murdering K'Ehleyr.**



▶ **Gowron sees General Martok as a political threat to his leadership.**

whose family descended from noble blood stock, saw the young Martok only as the son of a commoner, and denied him a post. Only the fortunes of war later earned the embittered warrior a field promotion, and from there Martok rose to the rank of general, proving his worth through skill and courage.

▶ **Worf loses his family honor again in 2372, when he fails to support High Chancellor Gowron.**

sympathetic to Worf's experiences, no doubt because of his own encounters with the bureaucratic, often self-serving nature of life in the Klingon Empire. As a youth, Martok had hoped to become a line officer in the **Klingon Defense Force**, but after passing all his gradings with flying colors, he was cut out at the last stage by **Kor**, an officer on the board of admission. Kor,

Political danger

In the final weeks of the **Dominion war** in 2375, both Martok and Worf once again confront the rot within the Klingon Empire, opposing Gowron's selfish waste of manpower in fruitless, suicidal attacks that serve only to rid him of his political enemies. Worf's outspoken opposition to Gowron's dishonorable tactics leads to only one conclusion – a ritual combat to the death,

GALAXY FACTS

▶ **Gowron regularly tries to rewrite history to over-emphasize his own role in it. He soon 'forgets' the part the Federation plays in helping to expose the Romulan involvement in the Klingon civil war, for example.**

▶ **Klingon beliefs that one's actions affect future generations, and even family members' fates in the afterlife, ensure that few are prepared to question the status quo.**



the evidence against his father has been fabricated by **Duras**, whose treasonous father **Ja'rod** was responsible for the Romulan attack. Worf's service in Starfleet, and his absence from the Klingon homeworld, gave Duras hope no one would dispute his claims, but on Worf's return the situation comes to an explosive head. The son of **Mogh** is ready to give his life to clear his father's name, but he is finally coerced into accepting discommendation in order to save the life of his brother, **Kurn**.

Rightful revenge

Worf later takes his vengeance on Duras, but not before his enemy murders his lover **K'Ehleyr**. The effect of Duras's duplicity echoes on into 2368, when his sisters **Lursa** and **B'Etor**, and his illegitimate son **Toral**, ignite a civil war in the Empire. Mogh, Worf, and Kurn's honor is restored by the end of the internal conflict, but it is just as quickly stripped from them once

more in 2372, when Worf defies **High Chancellor Gowron**. Ignoring the support and loyalty shown to him by Worf in previous years, Gowron has Worf's familial house removed from the records of the High Council, as punishment for his failure to support the ill-advised Klingon invasion of the **Cardassian Union**.

Hypocrisy

For all the weight the Empire puts behind words like 'duty' and 'obligation,' Worf becomes nothing more than a tool of Gowron's political ambitions. Later in 2372, Gowron tries and fails to have Worf framed for the deaths of 441 Klingon civilians, in an attempt to bolster public acceptance of the attacks on Cardassia. It is only Worf's dedication to duty that finally sees him returned to the Klingon fold, when his superior officer **General Martok** adopts him into the House of Martok as a member of his own family. General Martok is



▶ **Ezri Dax does not see the Klingon Empire in the same way as her symbiont's previous hosts, Jadzia and Curzon. She believes it is hopelessly corrupt.**

DYING EMPIRE

Outside perspective

In 2375, Worf asks **Ezri Dax** for advice on the political situation concerning **High Chancellor Gowron**. Ezri gives him her opinion drawn from **Jadzia's** and **Curzon's** experiences with Klingons, and her own unbiased view of the Klingon Empire. The Trill claims that the empire is dying – and deservedly so. It is based on old warrior values of truth and honor that are not even upheld by the Klingon leaders. Ezri tells Worf that he is the most honorable man she knows, but even he is willing to serve leaders he does not respect or trust.

▶ **Jadzia Dax has her share of dealings with unscrupulous Klingons, such as the mercenary T'Kar who is hired to steal her symbiont.**





U.S.S. VOYAGER NCC-74656

SYSTEM:

SENSOR SYSTEMS

BRIEFING:

SYSTEM LOCATION

The **U.S.S. Voyager NCC-74656**'s powerful sensor system makes the starship the logical candidate for a brief mission into the turbulent area of space known as the **Badlands**, in 2371. During that mission, however, *Voyager* is pulled into the **Delta Quadrant**, 70000 light years from **Federation** space. In this quadrant, every approaching ship or **subspace** anomaly is an unknown quantity, and the only clues available are provided by the vessel's keen sensors.

Sensors range from simple environmental thermometers to sophisticated gravimetric distortion scanners. They search, measure, collect, and report whichever type of data they are designed to recognize. *Voyager*'s computers then transform the raw data from the sensors into information, and distribute it to display screens in science labs, Main Engineering, and tactical, operations, and helm on the bridge, plus other command stations throughout the ship.

Unlike previous Federation systems, *Voyager* utilizes **bio-neural circuitry** in the **ODN (optical data network)** and computer core systems. Bio-neural circuitry processes large amounts of data at a faster rate.

Voyager's external sensor system is in alignment with previous Federation starship designs. Mission-critical data-collecting packages, referred to as sensor palettes, are embedded in the ship's hull along with additional specialized sensing equipment.



▲ The diamond-shaped upper sensor platform is located to the rear of **VOYAGER**'s auxiliary deflector. This large sensor array is actually twice the size of the starship's bridge.



▲ Navigational sensor data is often routed to **VOYAGER**'s **Astrometrics Lab**, where entire star systems can be displayed. The lab has been updated with **Borg** technology, and is an advanced navigational tool.



▲ The **U.S.S. VOYAGER** has numerous external sensor arrays, located on top and along the rim of the starship's saucer section, and toward the rear of the vessel.

Collectively, the sensors produce three classifications of information: long-range, lateral (or local), and navigational. Primary hull sensors are located along the rim of the saucer section, as are three port and three starboard sensor clusters.

Two very large sensor collections sit atop *Voyager*. The roughly diamond-shaped upper sensor palette resides to the rear of the **auxiliary deflector** and is approximately twice the size of *Voyager*'s bridge. The aft sensor platform is located between the bridge and the aft **photon torpedo launchers**.

Further aft are smaller port and starboard Engineering hull sensor arrays. These arrays focus on navigational and tactical information-gathering, although not exclusively. They are also the primary source for navigational readings, particularly important when traveling at warp speeds through uncharted areas.

Components of the heavy-duty **transporter emitter pad** array are also located on the hull. This sensor array has its own primary energizing coils. A pair of transporter emitter pad arrays are installed at *Voyager*'s rear, one on each side of the shuttlebay. **Emitter pad targeting sensors**, normally used in conjunction with lateral sensors to calculate beam-up and beam-down coordinates, can also be turned inward for intraship beaming.

Internal scanners

The equipment for long-range scanning is installed inside *Voyager* directly behind the main navigational deflector. This arrangement is necessary to work-around the laws of physics, which preclude long-range readings through a deflector's forcefield. Instead, **Starfleet** generates long-range EM scanner and gamma ray telescope scans by performing the readings between forcefield refresh sequences. Long-range information is shared with navigational systems, to keep the ship on course and clear of celestial objects or other vessels.

The navigational, lateral, and long-range sensors need maintenance, part-swapping, and routine recalibration. *Voyager*'s science station contains a pair of sensor calibration displays for the science officer to keep tabs on sensor



▲ The data collected by **VOYAGER**'s sensor systems are processed by the computer network, and then distributed to stations throughout the ship, including the bridge.

self-calibration operations – which are all virtually automatic. Of course, recalibration can be initiated manually, or the level of self-analysis increased.

In addition to external sensors, *Voyager* relies on internal sensors to manage the moment-to-moment measurements and responses needed to keep systems online and the crew alive. For example, sensors continually measure, record, and report the ship's structural integrity, environmental controls, warp and impulse engine conditions, ODN processing, and transporter reliability. *Voyager*'s audio systems sift through hundreds of ongoing conversations, responding only when a command is detected.

Sensor flaws

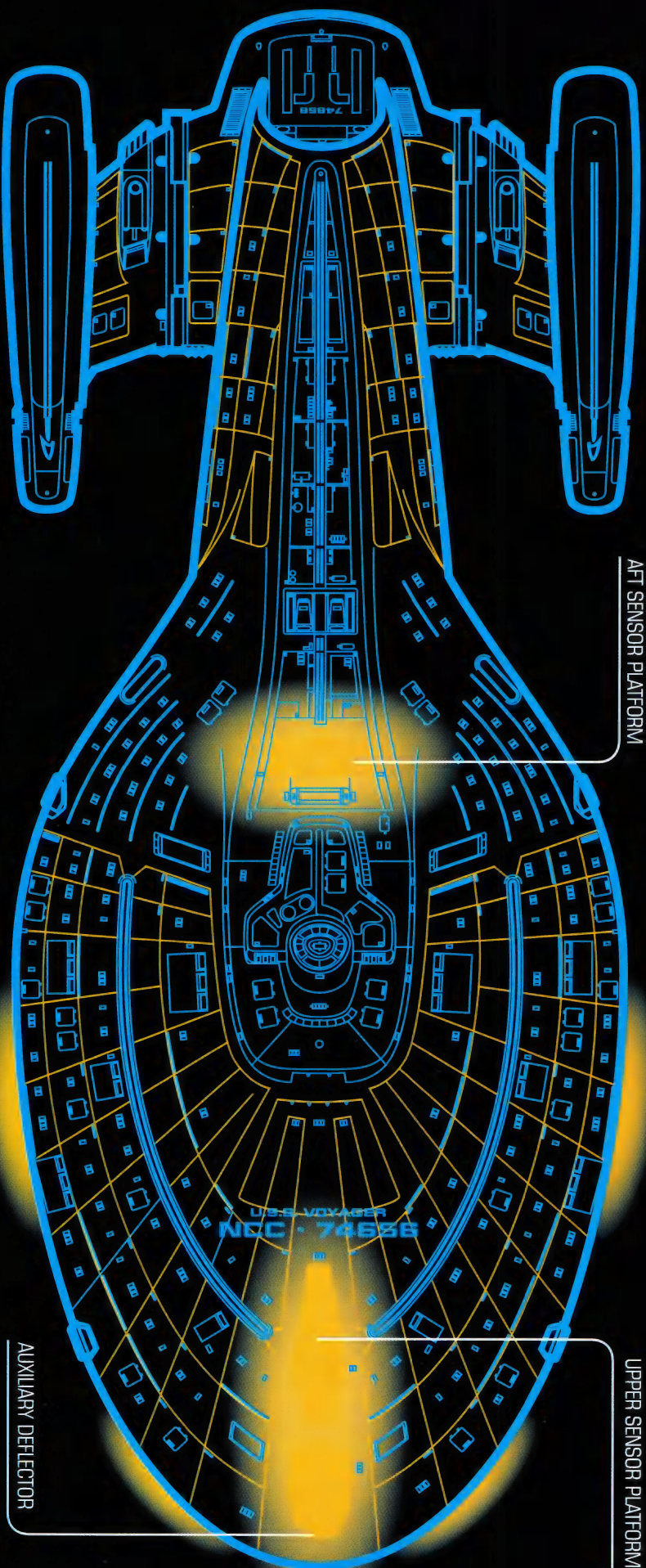
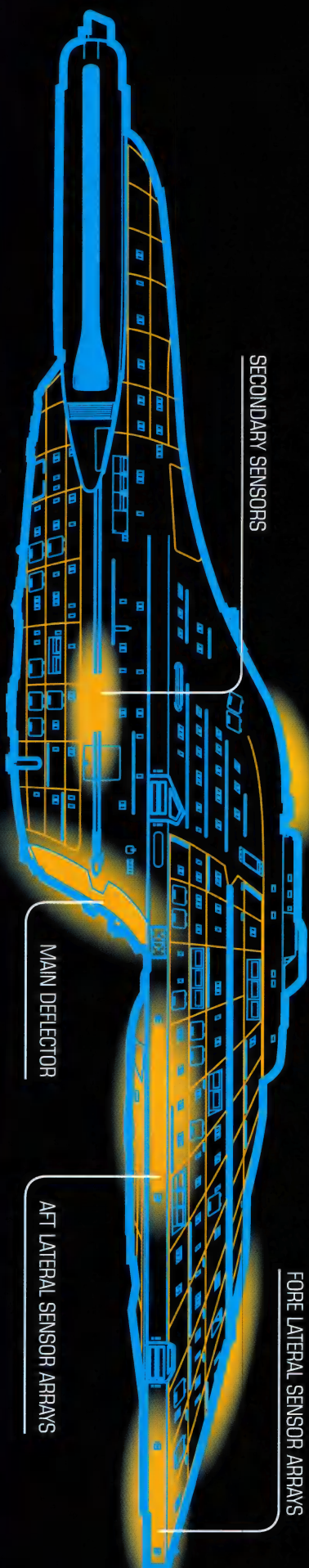
Sensor systems, however, have certain limitations. The first two are a matter of practicality. There are more than 15000 known substances that cannot be identified by a normal internal scan. The sensor database can be modified, however. For example, **Inspector Kashyk** provides details about the **refractive shielding** employed by **Devore Warships**, which allows *Voyager*'s sensors to be attuned to an obscure and normally overlooked range in order to locate the **Devore** ships.

Sensors are also limited by the law of averages. Ionizing radiation, powerful electromagnetic pulses, and radiothermic interference are common in space and can cause sensor system static, leading to vague or misleading readings.

In addition to the internal and external sensors, *Voyager* is equipped with a number of instrumented probes that provide telemetry in areas that cannot be penetrated by the sensors. In 2375, **Commander Chakotay** develops an advanced **metaphasic probe**, which is helpful in determining what has happened to **Lt. Tuvok** and **Ensign Tom Paris** after they disappear into a gravity sinkhole.

Despite the advances in sensor palette construction, bio-neural circuitry, and metaphasic systems, starship personnel will, no doubt, never give up the old-fashioned method of external data collecting that involves sitting next to a window and watching the stars fly by.

SENSOR SYSTEMS



Commander Chakotay

Be it as leader of a Maquis resistance cell, first officer of the Federation starship *U.S.S. Voyager NCC-74656*, or spiritualist and humanitarian, Chakotay is an honorable man who faces each new situation with calm authority.

The future first officer of the *U.S.S. Voyager NCC-74656* was born to Native American parents on a **Cardassian** border planet in the 2330's. Chakotay was delivered via a breech birth, traditionally indicating a problem child in his people's culture. The family doctor suppressed an hereditary gene for a cognitive disorder that afflicted the boy's grandfather, the primary symptoms of which are visual and auditory hallucinations. Chakotay lacked his father **Kolopak's** passion for their people's rich heritage, and this

difference created discord between father and son. For example, the 15-year-old Chakotay resented being forced to accompany his father on an expedition to Central America on Earth to explore their ancestry, and in return announced his intention to apply for **Starfleet Academy**. His father was disappointed, but Chakotay entered the academy in 2353.

Embracing tradition

Years later, following Kolopak's death, Chakotay began to embrace his Native American background and even tattooed his forehead to honor his ancestors. In his adult life he is defined by his strong

PROFILE ON CHAKOTAY

NAME: Chakotay

LIFE FORM: Human male

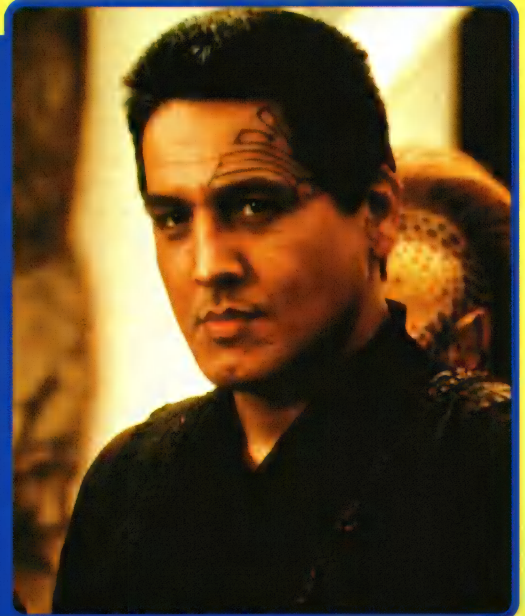
RANK: Commander

CURRENT STATUS: First officer aboard the *U.S.S. Voyager NCC-74656*.

FAMILY ROOTS: Kolopak [father, deceased]. Grandfather [deceased]. Chakotay is a descendant of the Rubber Tree People, an ancient Native American Tribe of Earth.

INTERESTS: Chakotay follows the traditions of his tribe. He enjoys boxing, and has an interest in archeology.

FIRST SEEN: 'Caretaker' [VOY]



▲ From an arrogant youth to a Maquis rebel, Chakotay becomes an inspiring leader. As first officer of the *U.S.S. VOYAGER*, he is a reassuringly unflappable presence when the situation is grim, and a valuable sounding board and counterbalance for Captain Kathryn Janeway.



★ Unwilling youth

Chakotay's father forced his young son to visit their family's ancestral tribe.

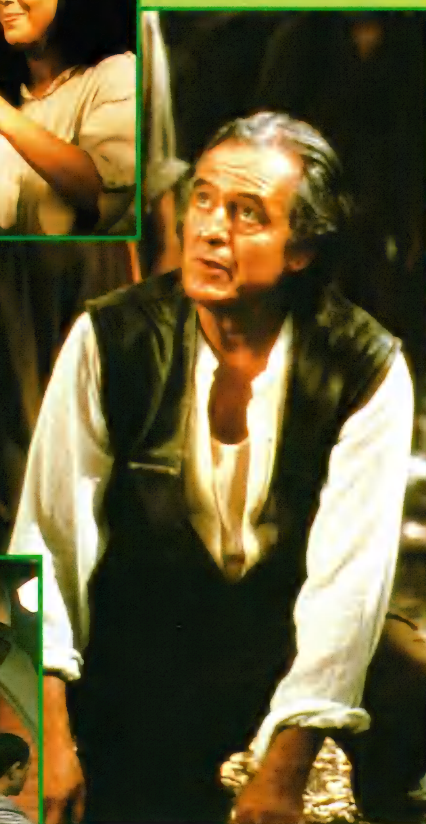
RICH HERITAGE

★ Rich history

Kolopak had a passionate interest in his people's history. His death causes Chakotay to explore his native heritage.

★ Following a cause

Chakotay entered Starfleet against the wishes of his father. After Kolopak's death, he joined the Maquis resistance's fight against the Cardassians.



spiritual beliefs, and undertakes numerous vision quests when in need of fortification or enlightenment. He first attempts to communicate with his father in early 2372, on the anniversary of his death, and succeeds at the end of the year. Chakotay also encounters his grandfather on a quest in 2375.

Sharing his legacy

Chakotay shares his beliefs with those close to him. In 2371, he helps Captain Kathryn Janeway and Lt. B'Elanna Torres search for their animal guides, with varying degrees of success. He also asks Torres to perform a medicine wheel healing ritual for him in the event that he is seriously injured.

The following year, on a **Delta Quadrant** planet, Chakotay encounters descendants of the legendary **Sky Spirits** who visited the ancient Native American tribes of Earth.

In addition to a greater respect for his culture, Kolopak's death instilled in Chakotay a desire to fight the Cardassians who killed his father and threatened his homeland. He left Starfleet to join the fledgling **Maquis** resistance and quickly found his calling as a principled leader who inspired confidence and devotion. In return, he implicitly trusted those under his command – a trait that allowed **Tuvok**, a Starfleet spy, and the disguised Cardassian **Seska** to infiltrate his Maquis cell.

OTHER CARDS IN THIS FILE...

52A CHAKOTAY AND THE MAQUIS
52B CHAKOTAY AND COMMAND
52C CHAKOTAY'S ETHNIC ORIGINS
52D CHAKOTAY AND SESKA

SEE OTHER FILES...

U.S.S. VOYAGER.....File 29
STAR TREK: VOYAGER.....File 71

Commander Chakotay

★ Testimony

Chakotay bravely supports Professor Gegen's Distant Origin theory.

★ Maquis family

Chakotay remains close to his former Maquis crew, such as B'Elanna Torres.



Following the abduction of his own ship, the **Zola**, and **Voyager** into the Delta Quadrant by the being known as the **Caretaker**, Chakotay is appointed first officer of the **Federation** starship by Captain Janeway, who recognizes his ability and reliability. In this capacity, Chakotay deftly handles the most potentially fractious Starfleet crew on record, a hybrid of Maquis and Federation personnel. He still thinks of the Maquis aboard as his people, "because no one else will look out for them," but he is determined to present a united front with Janeway to the crew.

In many ways, Chakotay personifies the ideal of the Starfleet-Maquis mix. He freely broaches concerns with the captain in private, but will not tolerate any hint of mutiny, or undermining of the ship's hierarchy and procedures, from members of his former crew. He nevertheless remains close to B'Elanna Torres and many of the other Maquis. He takes personally Seska's defection to the **Kazon** and later risks disciplinary action by undertaking a rogue mission to destroy transporter technology stolen at the traitor's behest. Seska then



"Chakotay, there's no one I trust more than you. You're a fine first officer."

— Captain Kathryn Janeway

manipulates him into believing he is the father of her child, leading **Voyager** into a trap in late 2372.

Chakotay develops a close relationship with the captain. She refers to him as her support, and a muted romantic attraction appears to develop between the two.

Relationships

The harmony between Chakotay and his captain makes the rare occasions on which they disagree all the more striking: Janeway's resistance to an alliance with the **Kazon**, for example, and her decision to join forces with the **Borg** to defeat **Species 8472**. Chakotay nevertheless supports the captain in these events, regardless of his own feelings.

Voyager's first officer is a



★ Warrior

Early in 2374, Commander Chakotay demonstrates his fighting prowess when he is involuntarily drafted into the war between the Vori and the Kradin. He fights on the side of the Vori.

passionate man, embarking on relationships with Seska, the ex-Borg drone **Riley Frazier**, **Kellin**, and even a member of **Species 8472** – albeit in human form. He is also resourceful and industrious.

Inventive

In 2373, Chakotay and Janeway are marooned on a planet. The commander builds a modular shelter and constructs a bath for the captain based on a throwaway comment of hers. Following the insidious replacement of **Voyager's** crew by aliens the following year, the first officer runs amok, single-handedly sabotaging the ship's systems, and causing enormous headaches for the invaders.

One of Chakotay's most important qualities is his sense of honor.

He is willing to sacrifice himself to save the life of a **Kazon** boy in 2372; the next year he faces the **Voth** leader, alongside **Professor Gegen**, to boldly offer his support to Gegen's **Distant Origin theory**. When embroiled in the war between the **Vori** and the **Kradin** in 2374, the commander's outrage at the war crimes he believes he witnesses facilitates his brainwashing by the **Vori**.

Ultimately, Chakotay's dedication to **Voyager** and its crew is proven again and again as he combines the enterprise and integrity he exercises throughout his life.



▲ Possible captaincy

Captain Chakotay commands VOYAGER in an alternate future, witnessed by the time-displaced Kes.



▲ In character

Chakotay retains his leadership skills when he is cast into a World War II scenario.

CHAKOTAY'S ALTERNATIVE LIVES

Captain Chakotay

Chakotay proves his command and tactical abilities time and again. He has made the transition to captain in an alternate timeline experienced by **Kes** in 2373, and effortlessly covers the bases while Captain Janeway works through her guilt at the **U.S.S. Voyager's** predicament at the beginning of 2375. He leads **Voyager** into battle on numerous occasions, and even acquits himself well in hand-to-hand combat when placed in a World War II holodeck scenario by the **Hirogen**. Chakotay is also a first-class pilot, having trained to dodge asteroids and handle atmospheric storms while at Starfleet Academy. During **Voyager's** hazardous quantum slipstream journey in 2375, he takes the helm of the **Delta Flyer** to guide the ship on its way. In an alternate timeline created in 2375,

Chakotay and **Harry Kim** are the only survivors when **Voyager** crashes on a frozen planet. Back on Earth, they steal the **Delta Flyer** and set off on a mission to alter the timeline and restore **Voyager**.

◀ Dangerous mission

A future version of Commander Chakotay sacrifices his life to save VOYAGER and its crew from an icy fate.





Gul Dukat on DEEP SPACE NINE

As the last Prefect of Bajor, Gul Dukat is angered and shamed that he is the Cardassian who 'gave' Bajor back to the Bajorans. After *Terok Nor* becomes *Deep Space Nine*, Dukat takes every opportunity to revisit his former command and relishes the chance to once again take his place as the space station's commanding officer.

Gul Dukat's departure from the space station known as *Terok Nor* in 2369 is not an amicable one. His loss of the post of **Prefect of Bajor** angers and disappoints him. In the wake of the withdrawal of the **Cardassian Union's** occupying forces from Bajor, the newly-liberated **Bajoran Provisional Government** turns to the **United Federation of Planets** for assistance. That help comes in the form of a **Starfleet** crew, led by **Commander Benjamin Sisko**, who take command of *Terok Nor* and rename it *Deep Space Nine*. For Dukat, the installation of Federation officers to his former posting is a further insult, piled upon the dishonor he feels at being the last Prefect of Bajor.

Perhaps due to his bruised ego, Dukat takes

every opportunity during the early months of *Deep Space Nine's* operations to make his presence felt, interfering as much as he can with the smooth running of the station. As the years pass, Gul Dukat's preoccupation with Bajor, its people, and Sisko's crew continues to manifest itself, gradually becoming an obsession that leads him back to *Deep Space Nine* time after time.

Possessive nature

It is an example of Dukat's arrogance and conceit that he still in some ways considers *Deep Space Nine* to be 'his' property, often expressing concern over the station as a mask for his desire to rule over it – and Bajor – once again. Within a few hours of Commander Sisko taking up residence in what was once Dukat's office, the Cardassian sends a

DUKAT IN COMMAND

2369: The Cardassian forces withdraw from Bajor and Gul Dukat is forced to give up his command of *Terok Nor*.

2369: Dukat contacts Commander Sisko to offer his 'help.'

2370: The gul returns to the station to offer his assistance with the young boy Rugal. Later in the same year, Dukat is abducted, along with Commander Sisko, by Maquis terrorists.

2371: Dukat offers his assistance when the station's counterinsurgency program is activated.

2372: Gul Dukat evacuates Cardassia's civil leaders to *Deep Space Nine*.

2374: Dukat temporarily retakes command of *Terok Nor*.

2375: Dukat returns to the station for the final time, disguised as a Bajoran.



▲ Dukat harbors a bitter resentment of the Bajorans and the loss of 'his' station to Starfleet's Commander Sisko. It is an obsession that eventually cost him his career, his sanity, and his life.

CONSTANT REMINDER

★ War criminal

In 2370, the presence of a Cardassian aboard DEEP SPACE NINE, believed to be Aamin Marritza, causes Gul Dukat to return to the station.



★ Obsession

Gul Dukat becomes obsessive about his former command, and takes every opportunity to contact Commander Sisko.



message to the commander, making an unctuous offer of assistance that is actually more a thinly veiled threat, and reminder of his presence.

Using spies and intelligence systems in the employ of **Cardassia Prime**, Dukat continues to keep a close eye on his former command, harrying Sisko when the suspected war criminal **Aamin Marritza** is held in custody on *Deep Space Nine*, and offering his 'input' during the Bajoran civil uprising at

the beginning of 2370. Dukat returns to the station for the first time since the end of the occupation some weeks later, when a Cardassian boy, **Rugal**, who was thought to have been killed in a terrorist attack, arrives on *Deep Space Nine*. Dukat's visit to the station at first appears to be altruistic, but in fact it becomes clear that it was Dukat himself who engineered the boy's disappearance, as part of a plan to embarrass his father, **Kotran Pa'Dar**, a

★ Cover up

Gul Dukat interferes with Commander Sisko's decisions concerning the Cardassian boy Rugal.



Gul Dukat on DEEP SPACE NINE

"I'll be honest with you, commander. I miss this office. I wasn't happy about leaving it." — Dukat to Sisko

Cardassian civilian leader. Dukat's next visit to the station proves to be a similarly frustrating experience for the gul, as he and Sisko are abducted by **Maquis** renegades in 2370.

Internal threat

The developing threat of the **Dominion**, and the growing political unrest within the **Klingon Empire**, leaves Dukat and his superiors at the **Cardassian Central Command** with little time to worry about *Deep Space Nine*. This changes in 2371, when an internal security program buried deep within the station's computer core activates, locking down the facility and endangering the lives of the crew. It is ironic that Gul Dukat arrives intent on saving Sisko's staff and using the situation to his own advantage, but instead falls victim to the program himself and barely escapes with his life.

In 2372, Dukat returns to *Deep Space Nine* twice. The first visit is during the **Klingon Empire's** invasion of the Cardassian Union, when Dukat evacuates Cardassia's leaders to the space station. Dukat returns to *Deep Space Nine* a second time when a reversal of fortune — one caused by his own honesty in admitting to an illegitimate daughter, the half-Bajoran **Tora Ziyal** — robs him of his power and influence. With the help of *Deep Space Nine's*



first officer, **Major Kira Nerys**, Dukat captures a **Klingon Bird-of-Prey**, and strikes out on his own against Klingon forces.

Fickle fortune

Over the next few months, into 2373, Dukat makes a number of stops at *Deep Space Nine*, checking on the wellbeing of his daughter. His deep-rooted desire to rule soon reasserts itself when he cements an alliance between his people and the Dominion. As 2374 begins, Dukat finds himself once more the master of *Terok Nor*, returned to his position of power by his new allies, who have forced the Federation to abandon the station.

Dukat's connection to the station appears to have come full-circle, but his return to *Terok Nor* actually spells the beginning of the end for the Cardassian. After months of fighting, the Federation retake the station, but a broken and dispirited Dukat refuses to abandon his war prize. He is dejected even more by the murder of his daughter Ziyal by

★ Ultimate revenge

Dukat manages to ally himself with Bajor's Kai Winn, in order to release the evil Pah-wraiths from their exile in the fire caves.



★ Arrogance

Dukat always remains arrogant, even when he is abducted by Maquis terrorists. He gives his captors no satisfaction.

Dukat's mind is forever warped by this experience, and in his final days he alters himself surgically to pass as a Bajoran, returning to *Deep Space Nine* in 2375 for the final time, in order to ingratiate himself with the religious leader of Bajor, **Kai Winn**. Dukat's destiny finally comes full circle, as the station that once was his seat of power becomes the gateway to his ultimate doom in the **fire caves** of Bajor.

HERO OF THE PEOPLE

Saving Cardassia

In the early months of 2372, Gul Dukat returns to *Deep Space Nine* with a Klingon attack force at his back. The Cardassian Union has been invaded by the Klingon Empire; the Klingons believe that the Dominion's Founders have infiltrated the highest levels of Cardassian command. Dukat sets aside his own desires and places the fate of his people ahead of his own interests, evacuating the civilian leaders to the space station. Dukat's actions during the Klingon invasion make him a hero to his people, but his glory is short-lived.

▶ Uneasy alliance

Putting aside his personal feelings, Dukat works alongside Sisko in 2372.

▼ Heroic actions

Dukat is successful in saving the Cardassian Union, and becomes a hero to his people.



★ Face of the enemy

Disguised as a Bajoran, Dukat returns to *DEEP SPACE NINE* for the final time in 2375.



★ Retaking command

During the Dominion war Dukat usurps Benjamin Sisko's position as the station's commander.



Caylem

Caylem lives a solitary life on the planet of the Mokra Order. He is a broken-hearted old man, desperate for the day that will see him reunited with his beloved wife and daughter.

In one of the cities on the **Delta Quadrant** planet ruled by the ruthless **Mokra Order**, there lives an old man with shaky hands. His dwelling is small, with sparse furniture and decoration. Panels cover the windows, allowing in precious little sunlight but also keeping out the prying eyes of the government. Everyone knows the old man. His name is **Caylem**.

Caylem was once part of a very happy family. He loved his wife and his daughter, **Ralkana**, very much, and doted on them as much as they doted on him. His wife fussed over her husband – little things such as insisting he wore a sweater when going out walking on a cold morning – while Ralkana would tell

Caylem imaginative stories. He greatly enjoyed this, and would make his daughter her favorite meal, **talsa root soup**, in return. Ralkana was always a willful child, something of a troublemaker, but that spirit was what her father loved most about her.

Fight against oppression

Caylem's family was shattered because of his wife's strong convictions. According to Caylem, she was always passionate about what she believed in, without regard for the risk. One of the things about which she was most determined was challenging the oppressive Mokra Order regime, and this led her to join the **Alsaurian resistance movement**. Caylem was proud of his

PROFILE ON CAYLEM

NAME: Caylem

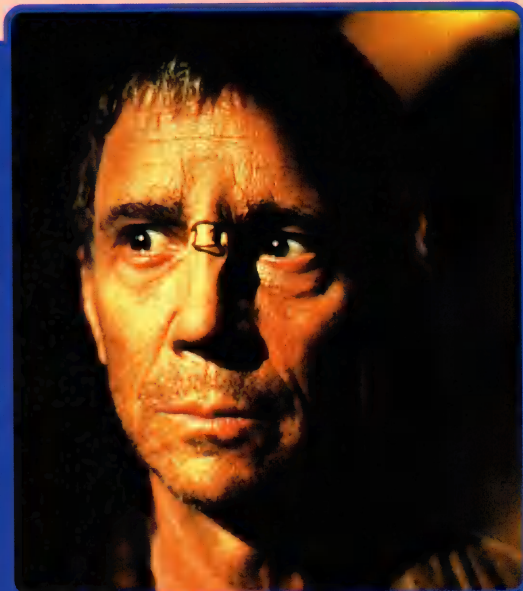
LIFE FORM: Alsaurian male

FAMILY: Wife (deceased), daughter Ralkana (deceased).

OCCUPATION: Member of the Alsaurian resistance movement. The delusional Caylem has spent the last 12 years of his life fantasizing about freeing his wife and daughter from the Mokra Order.

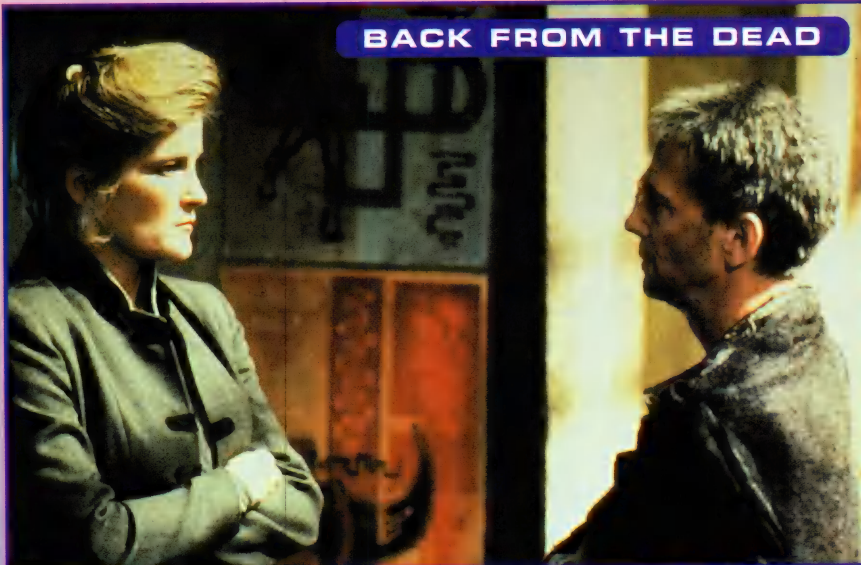
CURRENT STATUS: Deceased. Caylem gives his life to save Captain Hathryn Janeway.

FIRST SEEN: 'Resistance' [VOY]



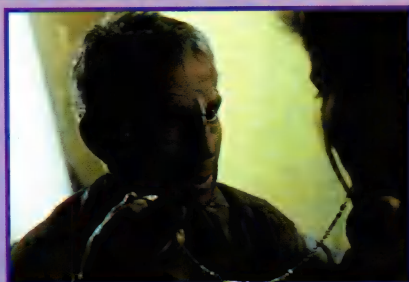
▲ **Caylem is a tragic figure. After the capture of his wife and daughter by the Mokra Order, he is ashamed of himself for lacking their conviction and bravery. Unable to accept his family's subsequent deaths, he retreats into a fantasy existence.**

BACK FROM THE DEAD



★ **Beloved daughter**
Caylem is convinced that Captain Janeway is his daughter, Ralkana.

★ **Precious mementos**
Caylem shows his 'daughter' that he has kept treasured belongings, such as a necklace, for the day when his wife would come home.



wife, but he did not want to lose her and have his daughter grow up without a mother. He tried to reason with his wife to change her mind, but in the end she changed his.

Father's fear

Caylem was persuaded to join his wife in a raid against a Mokra supply center in 2360. He agreed to meet her by the local river, but as the time grew near he became too afraid to follow through; he had to keep his little girl safe. His beloved wife was still waiting for him when the authorities found

and arrested her.

Caylem was inconsolably ashamed of his cowardice, and desperate that Ralkana did not find out the circumstances of her mother's arrest. He could not bear the thought that his daughter would hate him for it. Ralkana did find out, however, and was determined to free her mother. She attempted to infiltrate the Mokra Order detention facility, and got as far as the interior tunnels before she was captured as well.

Now, Caylem is alone with his shaking hands, singing quietly to himself. The thought of his family languishing in dark cells is hard for him to bear, and he writes to his wife every week, telling her how much he loves and misses her.

★ **Awkward hospitality**
Janeway has little choice but to accept shelter in Caylem's house.

OTHER CARDS IN THIS FILE...

12 MARTA: ORION ANIMAL WOMAN
17 ARISSA

SEE OTHER FILES...

OTHER GROUPS & RACES...File 18
STAR TREK: VOYAGER.....File 71

Caylem



★ The clown

Caylem is well-known as the town clown, because of his delusional fantasies. The Mokra Order use him to warn others not to defy their authority.

He keeps a box full of these letters, and intends one day to deliver them to her. He keeps cherished items – a necklace and a pretty dress – for when she comes home.

Harsh reality

The tragic truth is that Caylem's family is dead. His wife was executed by the Mokra Order and his daughter was shot and killed during her rescue attempt. His mind broken, Caylem refuses to accept these "lies," and instead plans endlessly for the day when he will free his family. He even musters the courage to approach the prison on numerous occasions, sometimes making it to the front gate before being sent on his way by the guards. Everyone knows the lunatic Caylem and his fantasies of brave deeds. The Mokra Order uses him as a public reminder of the futility of defying them.

In 2372, Caylem meets **Captain Kathryn Janeway** when an away team from the **U.S.S. Voyager NCC-74656** visits the Mokra Order planet to obtain some vital **tellerium**. He rescues her from a Mokra ambush and tends to her wounds, believing, in his deluded state, that she is Ralkana come back to him. He dismisses Janeway's attempts to tell him the truth as another of his daughter's stories, and insists on accompanying her to the prison to free her mother – in actual fact, lieutenants **Tuvok** and **B'Elanna Torres**.

Caylem may be irrational, but he keeps his wits about him. En route to the prison, he creates a vital



★ Forgiveness

For years, Caylem has tortured himself for not having the courage to save his wife and daughter from the cruel Mokra Order. He is unable to forgive himself.

distraction by clowning around and acting the fool in front of the guards and crowds. The spectators love him, and even the brutal **Third Magistrate Augris** of the Mokra Order patiently plays up to his act. His polished performance, involving an imaginary hat and a lively dance around with a girl in the crowd, allows a member of the Alsaurian resistance, **Darod**, to slip away into the throng.

The old man is also braver than

"So much tragedy for one man to bear. And now your foolishness has condemned another innocent woman."

— Third Magistrate Augris taunts the captured Caylem



★ Redemption

At the time of his death, Caylem is happier than at any time in the last 12 years. He has redeemed himself by protecting his 'daughter' Ralkana.

far as he is concerned, he has his loving daughter by his side, proof against the terrible lie that she was killed. Janeway tells him that his wife is alive and well, and was overjoyed to receive his letters. Just before Caylem passes away, his cherished Ralkana leans close and tells him that her mother wanted her to tell him something: she forgives him. They both do.

Act of courage

Darod assures Janeway that he will tell others of Caylem's bravery. His sacrifice was not in vain. The broken old man may not have been able to save his wife and daughter, but in the end he did manage to free a number of innocent people held by an unjust government, making the difference he was afraid to make 12 years earlier.

CAPTURED BY THE MOKRA ORDER

Brave resistance

In 2372, an away team from the U.S.S. Voyager NCC-74656 beam down to the Delta Quadrant planet controlled by the Mokra Order, to obtain supplies of tellerium needed for the ship's warp engines. Neelix warns the crew that the Mokra are likely to be hostile, and not long after Captain Janeway's team arrive on the planet, lieutenants Tuvok and B'Elanna Torres are captured in an ambush. Janeway is saved by Caylem, who later helps her to rescue her officers, believing that they are in fact rescuing his wife. Caylem's obsession with saving his wife and daughter has given him a working knowledge of the facility and its formidable security measures.



▲ Hated figure

Third Magistrate Augris is a hated figure in the Mokra Order. He is killed by Caylem.

▲ Attacked

Tuvok and Torres are attacked in a Mokra ambush and taken into custody at a highly fortified prison.



▲ Brutal techniques

The Starfleet officers are subjected to a brutal interrogation by the Mokra guards.



Enaran Execution Posts

Beneath the veneer of peace and technological development lies a much darker side to the Enaran race of the Delta Quadrant. Criminals are executed in public before cheering crowds of spectators, and a generation ago the same technology was used to commit genocide.



▲ Accused prisoners are strapped to the post by their wrists, and forced to face the cheering crowds.

In 2373, the crew of *U.S.S. Voyager NCC-74656* encounter the Enarans, a Delta Quadrant race who can share experiences with each other and aliens through telepathic links. The Enarans give every indication of being peaceful and helpful; for example, members of an Enaran colony in the **Fima system** are happy to explain the energy conservation techniques they use during passage to their race's homeworld, **Enara Prime**. There is, however, a darker side to this ostensibly peaceful culture.

Criminal punishment is a very public affair on Enara Prime – **Enaran execution posts** are erected in the center of a typical city square, forming a permanent station for the disposal of those who transgress the law. Armed guards roughly bundle the accused through the gathered crowd and up two small steps, to a raised platform on which the separated stations stand. This platform serves three purposes: it allows the presiding officer to address the crowd and clearly state the crimes of the prisoners, gives an unrivalled view of the following barbaric ritual, and keeps the crowd at a safe distance from the posts when they are eventually activated.

Death before rehabilitation

At around two meters in height, the posts consist of a number of tightly bundled metallic rods which form a circular pole. The top section of the pole connects to a projecting support built into the stone-colored roof of the viewing podium. This elongated unit has a number of brightly illuminated, red glowing strips on its sides, which indicate the system's operational status. The rear section of this upper post support connects to a dark metallic main pillar which runs the entire length of the post to the solid podium floor, and has a metallic fan feature facing the post itself. The base has red glowing strips built into a black smooth material that curves forward from the foot of the main pillar and forms an open semicircular area for the prisoner to stand in.

The prisoner is restrained by a strap that wraps around their wrists and behind the post. The command to initiate the execution is signalled by the lowering of the presiding officer's right fist. There are no obvious power couplings or connecting cables to the units, so it would appear that they are fully self-contained. The lack of controls upon the posts would also suggest that the executions

are carried out with the aid of a remote control system, as no additional officer is seen to activate the units on the raised staging area. A low electronic noise climbs to a higher pitch to show the execution has commenced, and the posts and victims are bathed in a shimmering purple glow. The prisoner becomes rigid, their head thrown back against the post.

Within four seconds it is over – the power is disconnected, the light disappears, and the burned body of the prisoner slumps forward, leaving only the sound of the 'civilized' Enarans cheering in the background.

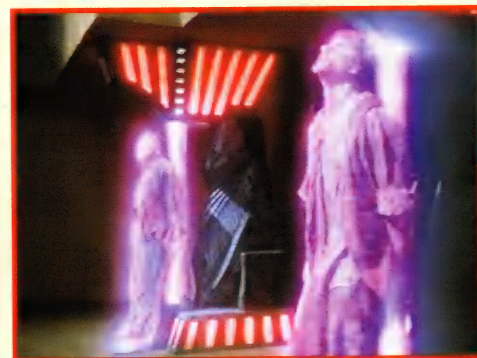
Dark past

During the *Voyager* crew's visit to the Enarans, **Chief Engineer B'Elanna Torres** learns some disturbing facts about the race's history from **Jora Mirell**, in which the execution posts play a significant part.

Enaran society now appears to be a unified whole, but in the mid-24th century there were two distinct classes. The majority of the citizens embraced new technology, including long distance communications interlinks, microfusion generators for power, and the widespread use of **radiosepsics** to clean their homes and bodies. They still see themselves as forward thinking and progressive.

In direct contrast to this ruling majority were a significant group of Enarans who shunned modern technology and used only primitive systems to survive. They were interested in the simple life and wanted only to be left alone to carry on their own existence. Unfortunately, the higher powers in Enaran society viewed them as dangerous criminals – a definite threat to planetwide health and the safety of the majority. Labelled '**Regressives**,' they were forced to live outside the city walls, wear identity pendants at all times, and their movements were strictly controlled by curfews. Even this, however, was not enough to please the majority. A huge conspiracy to destroy the Regressives was put in motion. Under a cover story of relocating them to another colony, the entire culture was subjected to systematic genocide.

This policy was executed in total secrecy, and exact details remain unknown, although there is strong evidence to suggest that the technology employed in the current Enaran execution posts may have been used on a much greater scale to destroy large numbers of Regressives all those years ago.



▲ The posts appear to kill their victims with a form of electrocution. A purple glow envelops the criminals for a few seconds, leaving their bodies badly burned. The process is painful, but mercifully swift.



▲ A black-clad officer presides over the execution. He signals the power surge by moving his fist downward, which seems to be the signal for another officer to activate the execution devices by remote, although the exact process is unknown.



▲ The public executions play an important part in Enaran society. The grisly end they promise to potential criminals acts as a deterrent, while the law-abiding Enarans know they are being protected.

Enaran Execution Posts

SUDDEN DEATH

Common purpose Execution devices such as the **Enaran execution posts** are in use on many worlds. Electric chairs were used to kill prisoners on Earth as late as the 21st century, and are still in use on planets such as **Angel One**. Capital punishment saves the state the often enormous cost of incarcerating dangerous prisoners, but offers no chance of rehabilitation for the offenders, nor of correcting mistakes made by the justice system.



Prisoners are secured in place by straps that tie their wrists behind the main pillar of the execution post.



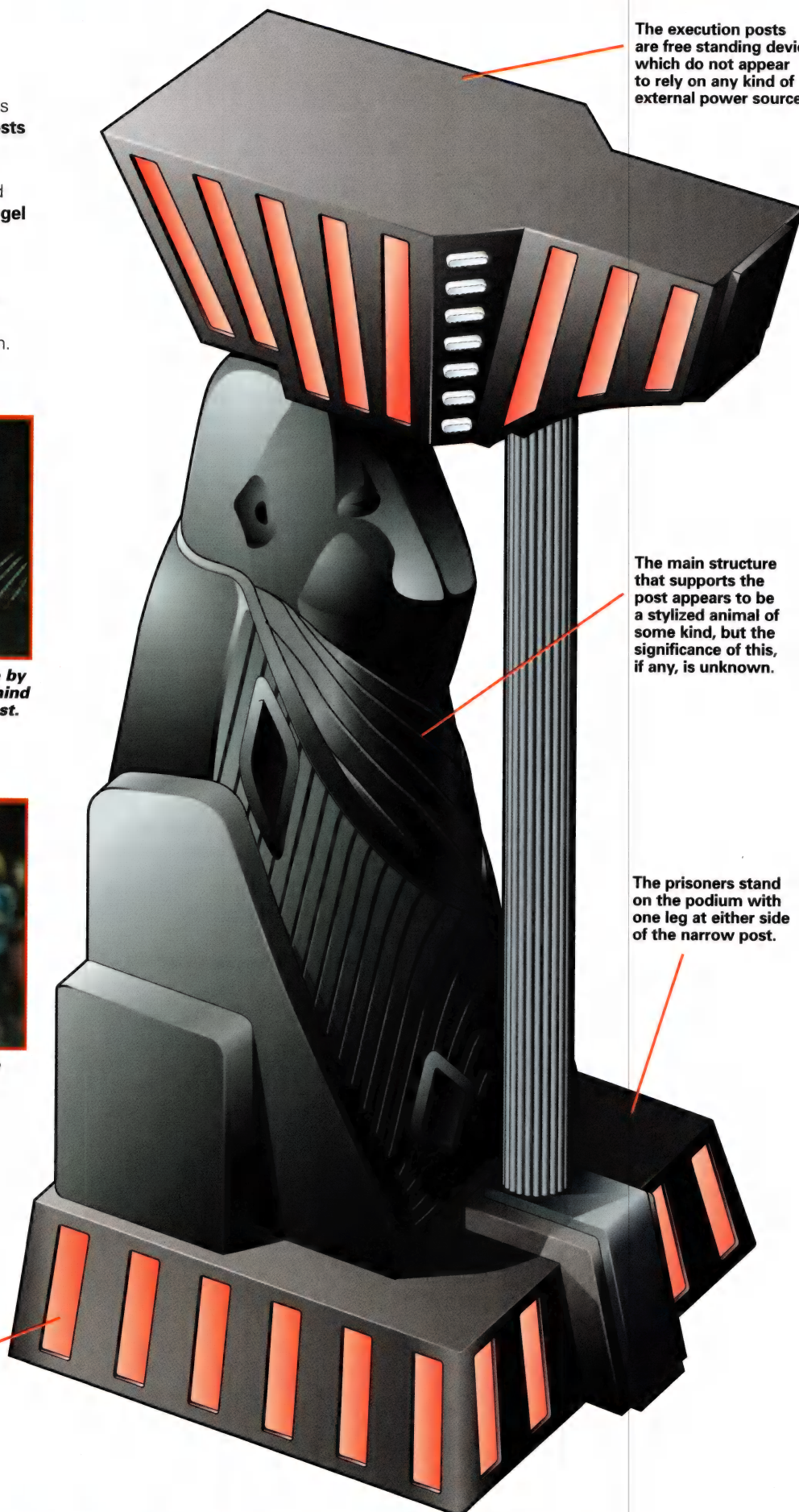
Death comes quickly once the devices are activated. In just four seconds, the prisoner slumps forward, burned to death by the purple energy.

Bright red lights glow around the base of the execution posts.

The execution posts are free standing devices which do not appear to rely on any kind of external power source.

The main structure that supports the post appears to be a stylized animal of some kind, but the significance of this, if any, is unknown.

The prisoners stand on the podium with one leg at either side of the narrow post.





'Phantasms'

The *U.S.S. Enterprise NCC-1701-D* experiences technical difficulties en route to *Starbase 219* where **Captain Jean-Luc Picard** is to attend the annual **Admiral's Banquet**. At the same time, **Data** suffers from a series of disturbing nightmares that seem to be somehow related.

CAPTAIN'S LOG STARDATE: 47225.7

"Commander La Forge has completed the installation of our new warp core. We are preparing to test its capabilities."

The *U.S.S. Enterprise NCC-1701-D* experiences problems with its new warp core en route to *Starbase 219*. Meanwhile, **Counselor Deanna Troi** counsels **Lt. Commander Data** following an unsettling nightmare in which three workmen tore him apart, limb by limb. The counselor convinces the android to continue with his dream program, but he has another nightmare. In this one, the *Enterprise* crew are devouring one another: **Dr. Crusher** drinks from a straw protruding from **Commander Riker's** head, and Troi's body is made of cake.

Data struggles with this disturbing imagery as he returns to helping **Geordi La Forge** solve the warp core problem. When Geordi, preoccupied with a visit from **Captain Picard**, calls out to Data he finds that his colleague has wandered off.

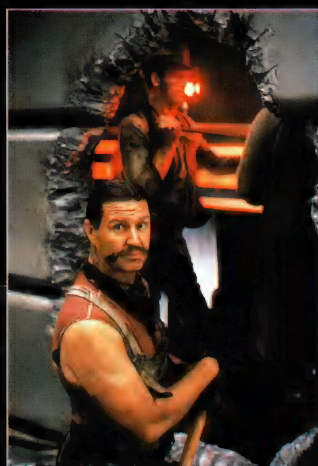
Dangerous behavior

Just as Troi enters a **turbolift**, Data appears, and stabs her with a coil brace. Luckily, other officers intervene; Data is relieved of duty and confined to his quarters.

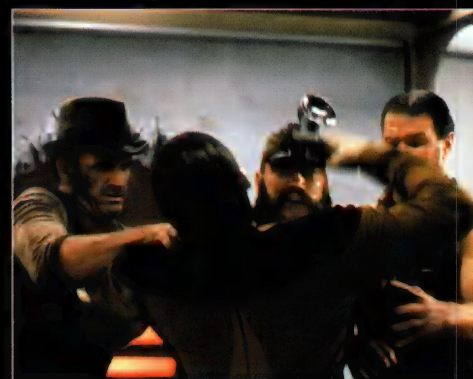
Dr. Crusher discovers that while Troi's wound is healing there continues to be a level of cellular decay. Picard and Riker are called to sickbay to learn that the ship and its crew are infested with small creatures that can only be detected by an **interphasic scanner**. The creatures are extracting the crew's cellular peptides; if they are not stopped soon, their victims will quickly perish.

Picard concludes that this may be connected to Data's strange dreams; the android is somehow picking up the creatures. Data's neural net is linked into the **holodeck** so that his dream images can be observed; Picard and Geordi enter Data's dream, where they see the laborers working on the **warp plasma conduit**. The workmen turn to attack Picard and Geordi, but Data stops them by emitting a high pitched shriek. Data awakes knowing how to solve the problem: he instructs Geordi to adjust his subprocessor to produce a high-frequency pulse. This does indeed successfully eliminate the creatures.

ON SCREEN...



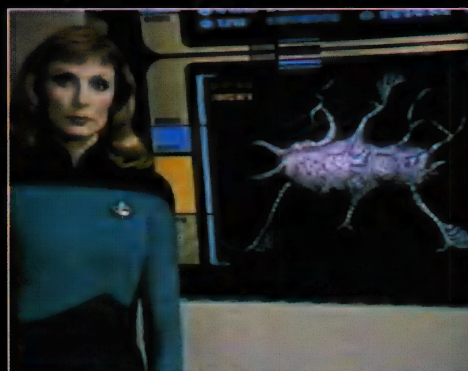
1 During an experiment with his dreaming program, Data finds himself wandering the deserted corridors of the *U.S.S. ENTERPRISE*. He rounds a corner to discover three workmen knocking a hole in one of the corridors' walls.



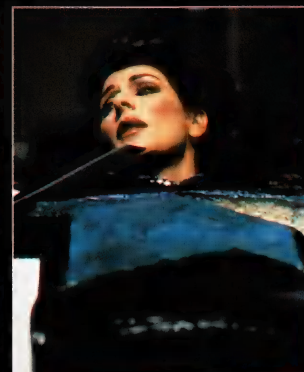
2 Data challenges the workmen, but they attack him and pull him apart limb by limb. As they remove his head, Data wakes up from the nightmare.



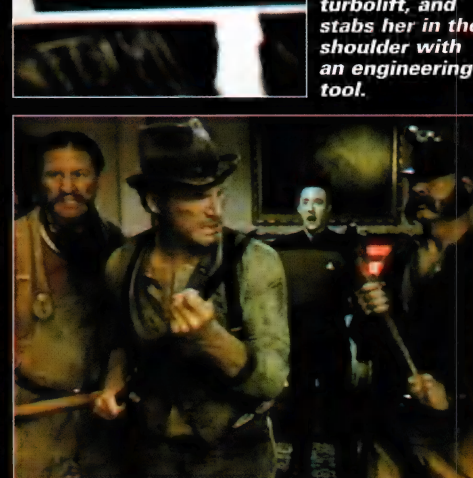
3 A series of equally disturbing images follow in yet another nightmare. Data goes into **Ten-Forward** to find the crew eating and drinking one another's bodies.



5 Deanna is not badly injured, but while examining her, Dr. Crusher finds evidence that tiny creatures have infested the crew. They seem to be linked to Data's nightmare and the warp core problems.



4 In this nightmare reality, Deanna Troi appears as a living cake, which the workmen from Data's earlier dream are trying to cut and eat. This imagery so disturbs the android that soon afterward he follows Deanna into a turbolift, and stabs her in the shoulder with an engineering tool.



6 Captain Picard and La Forge enter the holodeck and observe Data's dreams. The workmen represent the creatures, and by defeating them in the dream, Data learns how the warp core problem can be solved.

STARSHIP FACTS

Data consults a holographic version of **Dr. Sigmund Freud**, who suggests that the android's dreams represent a latent **psychosexual complex**.



'Dark Page'

On the *U.S.S. Enterprise NCC-1701-D* the arrival of a race of telepaths has a disturbing effect on Lwaxana Troi. The empathic Betazoid ambassador suffers emotional breakdowns, and falls into a coma when her mind is forced to deal with suppressed memories.

CAPTAIN'S LOG STARDATE: 47254

"A delegation of the Cairn have just come on board. This telepathic species has no concept of spoken language, and is being instructed in its use by ... an old friend."

The *Enterprise NCC-1701-D* plays host to the Cairn, a telepathic species. Betazoid Ambassador Lwaxana Troi also comes aboard, acting as an empathic translator.

Counselor Deanna Troi becomes worried when her mother breaks down following a telepathic conversation. Lwaxana assures her daughter that she is just worn out from working with the Cairn, but the race's senior diplomat, Maques, warns Deanna that he senses a part of her mother that is "dark, and cannot be seen."

Deanna confides in Commander Riker, only to have her conversation interrupted by an hysterical Lwaxana. Dr. Crusher instructs Lwaxana to stop using her telepathy, and Deanna volunteers to help with the Cairn. Despite these measures, the Betazoid ambassador collapses soon after.

Lwaxana's brain has shut down. Deanna seeks help from Maques, who explains that the ambassador may have suffered some emotional trauma; her psyche has collapsed in on itself, and she has retreated into her subconscious mind. Maques suggests that he could act as a telepathic link to help Deanna decipher the images and determine the cause of Lwaxana's condition.

Repressed memories

During Deanna's first attempt to enter her mother's psyche, she encounters a series of images, most of which include a young female Cairn named Hedril. When Deanna tries to reach Hedril, an angered Lwaxana rushes threateningly toward her, causing the link to be severed.

Deanna looks for clues in her mother's journal entries, and is shocked to discover that the seven years following Lwaxana's wedding have been deleted. With Lwaxana's condition deteriorating, Deanna links with Maques a second time. She again encounters Hedril, whom Lwaxana calls "Kestra." The counselor realizes that Hedril represents Lwaxana's first daughter, who died when Deanna was just a baby. She is then able to help her mother come to terms with her loss, and gives her a picture of the Troi family kept by Mr. Hornn, to help remember that those were happy times.

ON SCREEN...



1 Ambassador Lwaxana Troi comes aboard the *U.S.S. ENTERPRISE* to help deal with a race known as the Cairn, who communicate through telepathic images rather than spoken words.



2 Lwaxana explains to Data and Geordi exactly how the Cairn's telepathy works, but during the conversation she suddenly bursts into tears for no apparent reason.



3 Lwaxana is clearly upset about something, but she is reluctant to discuss the problem with Deanna. Soon after, Mrs. Troi collapses and falls into a coma. Her mind seems to have shut down.



4 Deanna joins her mother in Lwaxana's subconscious, where she watches herself as an infant. Baby Deanna and her father enjoy a picnic, and the young Cairn girl, Hedril, is also present.



5 Lwaxana's problems all stem from the fact that for years, she has been suppressing the memory of her eldest daughter, Kestra, who drowned in childhood. Lwaxana has tried to shut out all memory of Kestra, as she blames herself for the girl's death.



6 Lwaxana's contact with the Cairn has prompted her suppressed memories to resurface. Forced to face her grief, she is able to make peace with Kestra's memory.

STARSHIP FACTS



Psilosynine is a neurotransmitter involved in telepathy.



'The Reckoning'

'THE RECKONING'

"He is The Sisko. He will not waver. He is of Bajor. He will bring the Reckoning."

— The Prophets

An ancient tablet discovered on Bajor appears to be inscribed with yet another prophecy concerning the **Emissary of the Prophets**. Bajor is on the verge of the **Time of Reckoning**, in which the Prophets must battle their evil counterparts, the **Pah-wraiths**.

Captain Benjamin Sisko is called to the excavation of a holy site on Bajor. A 30000-year-old artifact has been unearthed inscribed with ancient Bajoran script; it welcomes the **Emissary**. When Sisko touches it, he appears before the **Prophets**.

In typically oblique fashion, they inform him that "the circle is now complete" and that it is time for the **Reckoning**, which will be either the end or the beginning. He is in contact with the object for only a fraction of a second, but is hurled across the cave.

The artifact is taken to **Deep Space Nine**, but even **Jadzia Dax's** expertise with computer linguistic programs fails to crack the code. Another matter that needs to be addressed is how it repelled Sisko.

Shortly after the object arrives on **Deep Space Nine**, **Kai Winn** visits the station. She and Sisko communicate with their usual awkwardness; her position as kai would have ranked Winn as Bajor's foremost spiritual authority in any other age, and she has difficulty hiding her jealousy of Sisko's position as Emissary of the Prophets. She believes the object must be returned to Bajor as a priceless historical treasure, and that **Bajoran** scholars, rather than **Starfleet** scientists, should attempt the translation. Sisko refuses the request, citing his conviction that his possession of the artifact is the will of the Prophets.

Ambiguous warnings

Dax translates a section of script that mentions a **Time of Reckoning**. It appears to indicate that the **Bajoran wormhole** will close, and concludes with a reference to Sisko doing something, but the remainder of the phrase cannot be translated. No sooner has news of the prophesy circulated than the wormhole exhibits symptoms of instability. Kai Winn's interpretation is that this, and the subsequent natural disasters afflicting Bajor, are due to the Prophets' anger at Sisko removing the artifact. Incredibly, given their previously fractious relationship, she has persuaded Bajoran **First Minister Shakaar** to make an official request that Sisko return it. Shakaar adds that failure to do so will risk destabilizing Bajor's relations with the **Federation**. Sisko agrees to return the artifact the following morning.

Sisko — unable to sleep, and frustrated

ON SCREEN...



1 Captain Benjamin Sisko visits the site of an excavation on Bajor. Ancient religious artifacts have been unearthed that refer to the Emissary.



2 Sisko touches the artifact and immediately finds himself talking to the Prophets. The momentary contact causes him to be thrown across the cave.



3 Kai Winn visits Sisko on DEEP SPACE NINE, angry that he has removed the artifact from the religious site. She finds it hard to hide her jealousy of his status.



4 Jadzia Dax tries to translate the ancient Bajoran script with little success. She is not sure whether the Bajorans will 'suffer horribly,' or 'eat fruit.'



5 One section of the tablet does seem to be unambiguous. It talks about the Prophets' grief consuming the gateway to the temple — otherwise known as DEEP SPACE NINE.



6 For once, Bajor's spiritual and religious leaders are in agreement. First Minister Shakaar orders Sisko to return the artifact to the site of the excavations.



'The Reckoning'

at his inability to understand what the Prophets want of him – loses his temper and destroys the object, releasing blue and red energy discharges that phase through the ceiling of his quarters. The next morning, he explains to the kai that he believes his behavior was somehow the will of the Prophets. Kai Winn accuses him of being petty, however. Their disagreement is interrupted by news of an incident on the Promenade.

On their arrival, they find **Kira Nerys** standing motionless, generating blue energy discharges. She has been possessed by a Prophet, who informs Sisko they are to battle a **Pah-wraith**, which has also taken human form. Winn relates the coming conflict to a prophecy promising a golden age for Bajor should the evil one be vanquished. Sisko asks if he is to help, but is told his task is complete. Winn prostrates herself before the Prophet, but is ignored.

Promenade battle

Sisko insists *Deep Space Nine* must be evacuated due to the danger the conflict will present. Dax suggests raising **chronoton radiation** levels on the Promenade, causing the Prophet to vacate Kira's body – thus ensuring the Reckoning occurs elsewhere. Sisko refuses, however; the Prophets were instrumental in vanquishing the **Dominion** fleet, so he will not stand in their way now. There is concern at Kira's possession, but her colleagues are mollified by **Odo's** calm rationalization that Kira's faith is such that she would be honored to aid the Prophets.

Problems escalate when Winn refuses to evacuate a group of Bajorans praying on the Promenade, and even challenges Sisko's right to witness the battle, as he has been told by the Prophets that his task is complete. He reminds her that he is also captain of the station and will ensure its safety. The Bajorans depart, but Kai Winn taunts Sisko's apparent lack of faith in the Prophets' ability to win the conflict; she is confident that the predicted golden age will come to pass, and gleefully speculates that the Emissary will be soon be redundant.

Sisko is understandably distressed when the Pah-wraith inhabits his son **Jake**, but maintains a conviction that the Prophets will not permit him to die. The ensuing conflict results in tremendous energy discharges; the Prophet is on the verge of victory when Kai Winn alters the Promenade chronoton levels, negating the battle. Both participants collapse, their bodies now once again their own. Sisko is delighted that Jake accepts his decision to put the young man's life in the

hands of the Prophets. Jake maintained awareness during his possession, and could sense the Pah-wraith's evil; he was resigned to its destruction even if it cost him his life.

Kai Winn is escorted off *Deep Space Nine* by Kira. The kai justifies her actions by claiming they have restored the wormhole's

stability and the natural disasters on Bajor have ceased. Kira, however, emphasizes the kai's spiritual shortcomings by reminding her that in addition to defying the Prophets she is responsible for the survival of an evil entity – the as yet unknown consequences of her actions could be terrifying.

ON SCREEN...



7 Frustrated by the Prophets' continually oblique references, Sisko loses his temper and destroys the artifact, releasing wisps of red and blue energy.



9 Jadzia Dax suggests using chronoton radiation to drive the Prophets off the station, but Sisko refuses. He feels duty bound to repay their help in saving *DEEP SPACE NINE* from the Dominion.



11 Eventually, Kai Winn can no longer stand by and do nothing. She activates the radiation herself, and both the Prophet and the Pah-wraith vacate their vessels.



8 One of the energy wisps is a Prophet, the other a Pah-wraith, the gods' evil counterparts. The Prophet possesses Major Kira Nerys on the Promenade of *DEEP SPACE NINE*, where it stands awaiting the arrival of the evil one, whom the prophecy states must be vanquished.



10 The Prophet's opponent arrives, also in human form. The Pah-wraith has possessed the body of Jake Sisko, the Emissary's son. Sisko continues to resist his colleagues' calls to drive the energy beings away, even though he knows this may be putting his own son's very life at risk.



12 Jake collapses, but seems to have suffered no lasting harm from his ordeal. What the Prophets think of Winn's interference, however, remains to be seen.

STARSHIP FACTS

A The Prophets indicate that Sisko owes them a debt for their help in defeating the Dominion fleet. He assumes that their use of Jake's body constitutes his repayment.

T continued

T'plana-Hath [1]

This revered individual was one of the founders of **Vulcan** philosophy. Her statement of intent, which begins with the words, "Logic is the cement of our civilization ..." was part of Spock's retraining in 2286. (*Starship Log: Star Trek IV: The Voyage Home*) **SEE FILES 8, 43, 75**

T'plana-Hath [2]

This warp-capable **Vulcan** starship is renowned as the ship that made **first contact** with humanity in 2063. The *T'plana-Hath* had been passing through the Sol system when it detected the warp signature of **Zefram Cochrane's** faster-than-light ship, the *Phoenix*. The Vulcans landed in Montana, North America, in order to investigate. The ship was named for the Vulcan philosopher. (*Starship Log: Star Trek: First Contact*) **SEE FILES 7, 8, 33, 79**

T'Pring

This **Vulcan** female was telepathically linked, and thus betrothed, to **Spock** as a child. By 2267, however, T'Pring decided she wanted to marry **Stonn**. She chose **Captain James T. Kirk** to represent her against Spock in the **Koon-ut-kal-if-fee** ritual combat, in an effort to free herself from the childhood bonding. (*Starship Log: 'Amok Time' (TOS)*) **SEE FILES 8, 43, 68**

T'Rul, Subcommander

This **Romulan** observer was stationed on the **U.S.S. Defiant NX-74205** in 2371. T'Rul's role was to oversee the use of the ship's **Romulan cloaking device**, which had been loaned by the **Romulan Star Empire** to the **Federation** for use in the **Gamma Quadrant**. (*Starship Log: 'The Search', Part II (DS9)*) **SEE FILES 12, 28, 70**



⚠ **T'Rul was captured by the Dominion along with the rest of the U.S.S. Defiant's crew, and taken to the home planet of the Founders.**

T'Shanik

This young **Vulcan** woman took part in the **Starfleet Academy** entrance exams in 2364. Several candidates, including **Wesley Crusher**, went to **Relva VII** for the testing. T'Shanik failed to win the single available place. (*Starship Log: 'Coming of Age' (TNG)*) **SEE FILES 8, 69**

t'stayan

These **Talarian** horses are stronger and larger than their Earth equivalents, and have six hooves. T'stayan riding mishaps were blamed for several ground ribs suffered by **Captain Endar's** adopted son, **Jono**. (*Starship Log: 'Suddenly Human' (TNG)*) **SEE FILES 18, 58, 69**



⚠ **The beautiful T'Pring rejected her half-human, half-Vulcan mate Spock at the time of his Pon farr in 2267. The Vulcan woman wished to marry Stonn, and chose Captain Kirk as her champion against Spock.**

T'su, Ensign Lian

This **Starfleet** officer served on the bridge of the **U.S.S. Enterprise NCC-1701-D** in 2364. T'su took over the station in **Ops** when **Data** joined an away team to the planet **Minos**. (*Starship Log: 'The Arsenal of Freedom' (TNG)*) **SEE FILES 25, 69**

T'su, Tan

This **Federation** engineer was serving on the freighter **Arcos** when it exploded in 2367. T'su's escape pod landed in **Alliance** territory on the war-torn planet **Turkana IV**. **Ishara Yar**, a member of the planet's rival political faction, the **Coalition**, guided rescuers from the **U.S.S. Enterprise NCC-1701-D** to T'su's underground cell. (*Starship Log: 'Legacy' (TNG)*) **SEE FILES 18, 69**

T'Vis

This **Klingon** warrior was rewarded with the medallion of the **Order of the Bat'leth** in 2373. He received his award at a ceremony on **Ty'Gokor**, which was presided over by **Chancellor Gowron**. T'Vis was the son of **Barot**. (*Starship Log: 'Apocalypse Rising' (DS9)*) **SEE FILE 70**

T'Vran

This **Vulcan science vessel** happened to be in the vicinity of **Odo's Runabout** in 2369. At Odo's request, the *T'Vran* took **Rakhari** fugitive **Croden** and his daughter **Yareth** back to Vulcan with them. (*Starship Log: 'Vortex' (DS9)*) **SEE FILES 58, 70**

T-9 energy converter

This component is used for powering automated **Federation** outposts. A T-9 energy converter was stolen from a monitoring post on **Gamma Tauri IV** by **Ferengi** thieves in 2364. (*Starship Log: 'The Last Outpost' (TNG)*) **SEE FILES 51, 69**

T-cell stimulator

In human biology, a T-cell is a white blood cell involved in producing antibodies. By the mid-24th century, a **T-cell stimulator** is standard issue in a **Starfleet** doctor's medical kit. In 2370, a dormant T-cell in **Reginald Barclay's** body allowed **Urodelean flu** to run rampant. The synthetic T-cell treatment Barclay received unleashed an epidemic of **Barclay's Protomorphosis Syndrome**. (*Starship Log: 'Identity Crisis' (TNG); 'Explorers' (DS9)*) **SEE FILES 43, 65, 69, 70**

T'plana-Hath [1]

T'plana-Hath [2]

T'Pring

T'Rul, Subcommander

T'Shanik

t'stayan

Tsu, Ensign Lian

Tsu, Tan

T'Vis

T'Vran

T-9 energy converter

T-cell stimulator

T-negative

T-Rogorans

T-tauri type star system

Taar, DaiMon

Tabor, Ensign

Tabran monks

Tabris

tachyons

Tactical

Tactical Analysis

Tactical Armor Unit, Long-Range

tactile acuity subroutine

Tagana, Nurse



⚠ **Lt. Reginald Barclay's T-cells spawned the contagious Barclay's Protomorphosis Syndrome, after he received treatment for Urodelean flu.**



⚠ **Jono, the adopted human son of the Talarian Captain Endar, sustained injuries riding t'stayans.**



T-negative A rare blood type among **Vulcans**. **Ambassador Sarek** had T-negative blood. On the **U.S.S. Enterprise NCC-1701** in 2267, only **Spock** had the T-negative blood which was needed for a transfusion to Sarek, though it also contained human factors. (*Starship Log: 'Journey to Babel' (TOS)*) **SEE FILES 43, 45, 68**

After suffering a heart attack, Sarek required a transfusion of the rare Vulcan blood type, T-negative. His son Spock proved a suitable donor.

T-Rogorans This **Gamma Quadrant** civilization conquered the **Skreea** and kept them in bondage for eight centuries. The T-Rogoran civilization was itself enslaved, in 2370, by the **Dominion**. (*Starship Log: 'Sanctuary' (DS9)*) **SEE FILES 18, 70**

T-tauri type star system This astronomical classification describes a new sun, which shrinks and expands in size, and is orbited by at least one satellite. The **Ngame Nebula** contained a T-tauri star system with a **Class-M** planet. (*Starship Log: 'Clues' (TNG)*) **SEE FILES 5, 69**

Taar, DaiMon This **Ferengi** captain was involved in the official **first contact** between the Ferengi and **Federation** representatives on the planet **Delphi Ardu** in 2364, following the theft of a **T-9 energy converter** from a Federation outpost in 2364. (*Starship Log: 'The Last Outpost' (TNG)*) **SEE FILE 14, 51, 69**



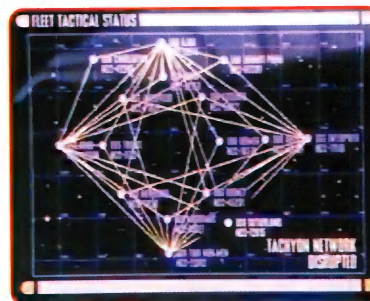
DaiMon Taar commanded the **FERengi MARAUDER** which made first contact with the Federation starship **U.S.S. ENTERPRISE NCC-1701-D** in 2364. The Ferengi captain and his crew were suspected of stealing a T-9 energy converter.

Tabor, Ensign This **Bajoran** member of the **Maquis** joined the crew of the **U.S.S. Voyager NCC-74656** in 2371. In 2375, Tabor tried to resign his commission when he learned that the **EMH** was utilizing the **Cardassian Dr. Crell Moset's** ill-gotten medical data. (*Starship Log: 'Nothing Human' (VOY)*) **SEE FILES 50, 71**

Tabran monks These members of a devout religious order are known for their vows of celibacy. In 2373, **Tom Paris** teased **B'Elanna Torres** that **Klingons** were not cut out for the Tabran monk lifestyle. (*Starship Log: 'The Swarm' (VOY)*) **SEE FILE 71**

Tabris In the 33rd century, this female was a native of the **Vaskan-Kyrian** world in the **Delta Quadrant**. Tabris was a docent in a museum which honored the pivotal moments leading up to the Vaskan-Kyrian unification, thus heralding a time of peace. (*Starship Log: 'Living Witness' (VOY)*) **SEE FILES 18, 71**

tachyons These faster-than-light, subatomic particles are employed in a plethora of technological applications. In 2368, a **Federation tachyon detection grid** revealed a fleet of cloaked **Romulan** supply ships, helping to bring an end to the **Klingon civil war**. The Romulans themselves were using tachyon scanners to locate cloaked objects in 2370. The **U.S.S. Voyager NCC-74656** used a tachyon signal to study a singularity in 2371. In 2373, the Klingons used a defensive tachyon detection grid to protect the fortified **Ty'Gokor** installation. In 2375, the **Dominion** possessed effective long-range tachyon scanners that were easily able to penetrate cloaked Klingon ships. Ancient **Bajorans** used natural tachyon eddies to propel their **solar sailing ships** at low warp speeds. A tachyon surge often precedes a ship as it decloaks. (*Starship Log: 'Redemption', Part II (TNG); 'The Jem'Hadar' (DS9); 'Parallax' (VOY)*) **SEE FILES 34, 35, 40, 69, 70, 71**



In 2368, **U.S.S. ENTERPRISE Chief Engineer Geordi La Forge** designed a tachyon detection grid to locate a convoy of cloaked Romulan ships.

Tactical This position on the bridge of a **Federation** starship is manned by the tactical officer. **Worf**, **Tuvok**, **Tasha Yar**, and **Miles O'Brien** have all served as tactical officers. The **U.S.S. Enterprise NCC-1701-D** had a large tactical and weapons console behind the captain's chair. Other ships, including the **U.S.S. Defiant NX-74205**, or the **U.S.S. Enterprise NCC-1701-E**, split tactical functions between two stations situated to the left and right of the captain's chair. (*Starship Log: 'Encounter at Farpoint' (TNG); 'Emissary' (DS9); 'Caretaker' (VOY)*) **SEE FILES 25, 26, 27, 28, 29, 43, 69, 70, 71**

Tactical Analysis This course of study is taught at **Starfleet Academy** by **Admiral Nimembeh**. In 2375, **Captain Janeway** queried **Commander Chakotay** about Nimembeh's class in an effort to discover if Chakotay had been replaced by an alien infiltrator. (*Starship Log: 'In The Flesh' (VOY)*) **SEE FILES 18, 71**

Tactical Armor Unit, Long-Range This advanced, warp-capable, sentient weapon of mass destruction was built, and accidentally launched, by the **Druoda**. The unit was determined to detonate on **Salinia Prime**, until **Harry Kim** was successful in dissuading the warhead from its course of action. (*Starship Log: 'Warhead' (VOY)*) **SEE FILES 60, 71**

tactile acuity subroutine The **EMH** aboard the **U.S.S. Voyager NCC-74656** feared that this subroutine of his programme was corrupted in 2372, after he experienced degraded coordination and an inability to concentrate. The problem was discovered to be love, not programming. (*Starship Log: 'Lifesigns' (VOY)*) **SEE FILES 56, 71**

Tagana, Nurse This carer attended to **Jake Sisko** in the Infirmary after he collapsed in the **Deep Space Nine Replimat**. Tagana was attacked by **Onaya**, who walked through the bulkhead. The nurse's report saved Jake's life. (*Starship Log: 'The Muse' (DS9)*) **SEE FILE 70**

T continued

Tagas

This kingdom was visited by young **Dara** and her brother in a myth taught on the **U.S.S. Enterprise NCC-1701-D**. **Elamos the Magnificent**, ruler of Tagas, proclaimed it to be an adults-only territory. (*Starship Log: 'Hero Worship' [TNG]*) **SEE FILE 69**

Taggart, Captain

This **Starfleet** officer was the commander of the **U.S.S. Repulse NCC-2544**. Taggart was disappointed to lose his chief medical officer, **Dr. Katherine Pulaski**, when she accepted a posting aboard the **U.S.S. Enterprise NCC-1701-D**. (*Starship Log: 'Unnatural Selection' [TNG]*) **SEE FILES 19, 69**

Tagra IV

This polluted planet in the **Argolis Cluster** was the home of **Orn Lote**. In 2369, **Tagran** society was doomed by failing **baristatic filters** and a collapsing ecosystem, until **Amanda Rogers's Q** powers restored the world. (*Starship Log: 'True-Q' [TNG]*) **SEE FILES 57, 69**

Taguan

This civilization flourished two billion years ago on the planet **Tagus III**. Archeologists have studied the Taguan for 22000 years, but their ancients remain something of a mystery. **Captain Jean-Luc Picard's** Taguan research led to his 2367 keynote address before the annual **Federation Archaeological Council** symposium. In 2369, Picard found pottery on **Marlonia** that resembled early Taguan artifacts. (*Starship Log: 'QPid' [TNG]*) **SEE FILES 6, 69**

Tahiti

This lush, balmy, and remote island is situated in Earth's Pacific Ocean. The **U.S.S. Voyager NCC-74656's holodeck** included a water skiing program set in Tahiti. 20th-century psychiatrists labeled people yearning to run away to a simpler lifestyle as exhibiting **Tahiti Syndrome**. **Captain James T. Kirk** showed symptoms of this syndrome in 2269. (*Starship Log: 'The Paradise Syndrome' [TOS]; 'A Matter of Time' [TNG]; 'Waking Moments' [VOY]*) **SEE FILE 43, 68, 69, 71**

Tahna Los

This **Bajoran** freedom fighter was a contemporary of **Kira Nerys**. Tahna's faction, the **Kohn-Ma**, despised **Federation** aid to **Bajor** as much as the **Cardassian** occupation. Tahna hoped that destroying the wormhole would eliminate Bajor's strategic value. (*Starship Log: 'Past Prologue' [DS9]*) **SEE FILES 10, 47, 70**



⚠ **Tahna Los failed in his attempt to destroy the Bajoran wormhole.**

Tahoe, Lake

This large, North American lake straddles California and Nevada. **Holosinger Vic Fontaine's** mid 20th-century buddies performed at casino venues near the lake. As a teenager, **Tom Paris** accidentally crashed his father's shuttle into Lake Tahoe. (*Starship Log: 'Paper Moon' [DS9]; 'Vis à Vis' [VOY]*) **SEE FILES 43, 70, 71**



⚠ **Romulan scientist Taibak brainwashed the U.S.S. ENTERPRISE NCC-1701-D's chief engineer in order to use him as a proxy assassin.**

Taibak

This **Romulan** officer and scientist was instrumental in brainwashing **Geordi La Forge** via his **VISOR's** interface, and instructing him to assassinate **Klingon Governor Vagh** in 2367. Had the plot been successful, the **Klingon-Federation** alliance would have been left in ruins. (*Starship Log: 'The Mind's Eye' [TNG]*) **SEE FILES 43, 66, 69**

tailor shop, Garak's

This clothing outlet is one of many businesses along **Deep Space Nine's Promenade**. **Cardassian** proprietor **Elim Garak** vends ready-made and tailored clothing for male and female humanoids. The shop attracts a surprising number of terrorists, assassins, and criminals. It was briefly closed in 2271 following the detonation of a bomb on the premises. (*Starship Log: 'Past Prologue' [DS9]*) **SEE FILES 27, 50, 70**

Tain, Enabran

This **Cardassian** operative is the only director of the **Obsidian Order** to live to retirement. Tain held affection for his long-time housekeeper **Mila**, and his son **Elim Garak**, though he only confessed to this on his deathbed. Tain died in **Dominion Internment Camp 371** in 2373. (*Starship Log: 'The Wire' [DS9]*) **SEE FILES 13, 50, 70**

Tainer, Dr. Juliana

This human woman was **Data's** mother. Born **Juliana O'Donnell**, she wed and worked beside **Dr. Noonien Soong** until her death in 2336, following injuries sustained in an attack by the **Crystalline Entity**. Soong constructed an android in Juliana's image and programmed it with her memories. Unaware of her true nature, the Juliana android continued on with her predecessor's life. She soon became disenchanted, however, and left Soong. She later married **Dr. Pran Tainer**. (*Starship Log: 'Inheritance' [TNG]*) **SEE FILES 55, 69**

Tainer, Dr. Pran

This native of the planet **Atrea IV** wed **Dr. Noonien Soong's** ex-wife, **Juliana**. In 2370, geologist Tainer and his wife used the power of the **U.S.S. Enterprise NCC-1701-D** to reliquify his planet's core. (*Starship Log: 'Inheritance' [TNG]*) **SEE FILE 69**

Taitt, Ensign

This young science officer, fresh out of **Starfleet Academy**, was pressed into service on the bridge of the **U.S.S. Enterprise NCC-1701-D** in 2370. Taitt used ideas from her solar dynamics thesis to obliterate a renegade **Borg** ship. (*Starship Log: 'Descent', Part I [TNG]*) **SEE FILE 69**

Tagas
Taggart, Captain
Tagra IV
Taguan
Tahiti
Tahna Los
Tahoe, Lake
Taibak
tailor shop, Garak's
Tain, Enabran
Tainer, Dr. Juliana
Tainer, Dr. Pran
Taitt, Ensign
Tajor Glinn
Tak Tak
Takana root tea
Takar [1]
Takar [2]
Takar loggerhead eggs
Takara sector
Takaran wildebeest
Takarans
Takarian mead
takeo herbs
takka berries
Takrit
Tal Shiar
Tal, Subcommander
tal'oth



⚠ **Enabran Tain was the only Obsidian Order leader who lived to retirement. He did not survive capture by the Dominion, however.**



⚠ **Dr. Juliana Tainer was unaware of her true android nature. She was created by Dr. Soong in the image of his late wife.**



Tajor, Glinn This **Cardassian** officer served as **Gul Lemec's** adjutant in 2369. Tajor accompanied Lemec to the **U.S.S. Enterprise NCC-1701-D** to meet with **Captain Edward Jellico**. (*Starship Log: 'Chain of Command', Part I* [TNG]) **SEE FILE 69**



Tak Tak This **Gamma Quadrant** species use a rigid interpersonal communications system that **Captain Janeway** accidentally violated by putting her hands on her hips. When the **U.S.S. Voyager NCC-74656** was overrun by a macroviral infestation in 2373, the Tak Tak were intent on destroying the starship to avoid the threat spreading. The rank of Tak Tak consul is equal to a starship captain. (*Starship Log: 'Macrocosm' [VOY]*) **SEE FILE 18, 71**

◀ **The Tak Tak are an easily offended race, who communicate via complicated gestures.**

Takana root tea This drink was native to a planet in the **Teplan system**, which was visited by **Dr. Julian Bashir** and **Jadzia Dax** during an expedition to the **Gamma Quadrant** in 2372. (*Starship Log: 'The Quickening' [DS9]*) **SEE FILES 18, 70**

Takar [1] This **Class-M Delta Quadrant** planet is populated by a humanoid race with a bronze-age industrial rating. In 2366, the unstable **Barzan wormhole** delivered two **Ferengi**, **Arridor** and **Kol**, to the **Takarians**, in apparent fulfillment of their **Song of the Sages** mythos. A Takarian temple residence for the holy Ferengi sages was constructed in **Takar City**. Sandalmakers, merchants, and singing bards attempted to conform to the **Ferengi Rules of Acquisition** even as the Ferengi exploited them mercilessly. In 2373, **Captain Janeway** put a stop to the Ferengi's exploitation of the naive Takarian people. (*Starship Log: 'False Profits' [VOY]*) **SEE FILES 5, 18, 51, 71**

Takar [2] This humanoid scientist is a native of the **Srivani** civilization in the **Delta Quadrant**. In 2374, Takar covertly visited the **U.S.S. Voyager NCC-74656** as a member of **Alzen's** 50-person investigatory team. Takar tortured crew members with hazardous medical experiments. (*Starship Log: 'Scientific Method' [VOY]*) **SEE FILES 18, 71**

Takar loggerhead eggs This variety of egg is laid by a **Delta Quadrant** sea turtle. Chef **Neelix's** prescription for a healthy, non-replicated breakfast aboard the **U.S.S. Voyager NCC-74656** in 2371 was Takar loggerhead eggs washed down with his thick coffee substitute. (*Starship Log: 'The Cloud' [VOY]*) **SEE FILE 71**

Takara sector The **U.S.S. Voyager NCC-74656** was responsible for creating three temporal inversions in this region of space which required the attention of **Captain Braxton** of the 29th-century **Federation Timeship Relativity**. Braxton blamed these violations, and his ensuing temporal psychosis, on **Captain Kathryn Janeway**. (*Starship Log: 'Relativity' [VOY]*) **SEE FILES 43, 71**

Takaran wildebeest This animal is not known for treading lightly. During one of **Odo's** nightly shapeshifting exercises, he paced the floor as a Takaran wildebeest in order to irritate **Quark**, whose quarters were situated directly below. (*Starship Log: 'Crossfire' [DS9]*) **SEE FILE 70**

Takarans This advanced, humanoid species are remarkable for existing without internal organs; instead, their body processes are shared equally by cells throughout the entire body. Takarans are able to control their physiology to such a degree that they fake death and even survive an autopsy. (*Starship Log: 'Suspensions' [TNG]*) **SEE FILES 18, 69**



▶ **In 2369, Dr. Beverly Crusher performed an autopsy on Takaran Jo'Bril, not realizing he was still alive.**

Takarian mead This simple but intoxicating concoction is created by combining fermented honey and water. **Quark** purchased Takarian mead by the keg, making it one of the few non-replicated drinks served at his bar. (*Starship Log: 'The Visitor' [DS9]*) **SEE FILE 70**

takeo herbs This **Bajoran** foliage can alleviate the swollen ankles that are experienced by Bajoran females during pregnancy. Takeo herbs must be mixed in juice before consumption. In 2373, **Dr. Julian Bashir** recommended that **Major Kira** use takeo herbs while she carried the **O'Briens'** second child to term. (*Starship Log: 'Looking for par'Mach in All the Wrong Places' [DS9]*) **SEE FILES 10, 47, 70**

takka berries These small, juicy fruit are found on **Drayan II** in the **Delta Quadrant**. Hungry Drayan elders on their **crysata** expressed their desire for takka berries with **cherel sauce**, but **Tuvok** could only offer them field rations. (*Starship Log: 'Innocence' [VOY]*) **SEE FILES 18, 71**

Takrit This collection of mercenaries function in the **Delta Quadrant's Sobras system**. A Takrit was arrested by the **Kazon-Pommar** while sketching the site of the 2372 **Trabe-Kazon** peace conference. (*Starship Log: 'Alliances' [VOY]*) **SEE FILE 71**



Tal Shiar This ruthless and covert **Romulan** information gathering and security enforcement agency operated unchecked until the **Founders** decimated its forces in 2371. In 2374, an operative intended to divert the stolen experimental **U.S.S. Prometheus NX-59650** to the Tal Shiar. (*Starship Log: 'Face of the Enemy' [TNG]; 'The Wire' [DS9]; 'Message in a Bottle' [VOY]*) **SEE FILES 12, 69, 70, 71**

▶ **Senator Vreenak was the vice chairman of the Romulan Tal Shiar, until his death in 2374. His shuttle was destroyed by a bomb.**

Tal, Subcommander This officer was left in command of a **Romulan Battle Cruiser** in 2268. Tal endeavored to follow his superior's orders to destroy the **U.S.S. Enterprise NCC-1701** despite knowing that she was being held on its bridge. (*Starship Log: 'The Enterprise Incident' [TOS]*) **SEE FILE 68**

tal'oth A rite of passage for young **Vulcans**. The tal'oth involves surviving in the desert for four months with only one's wits and a ritual blade. (*Starship Log: 'Displaced' [VOY]*) **SEE FILES 8, 71**



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OTHER GROUPS
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The Guide to the STAR TREK Galaxy

FILE 18 CARD 97



OTHER GROUPS
AND RACES

THE RAKHARI

Reclusive and paranoid, the Rakhari authorities stand alone in the Gamma Quadrant. They are determined to preserve their isolation, no matter what the cost to their citizens' freedom and wellbeing.

The Rakhari are a race of bipedal humanoids, who possess distinctive facial features. They have four vertical nasal ridges, the central pair of which stretch from the bridge of their nose to the middle of their forehead. The left and right ridges arc out, forming a protective crest that almost surrounds each eye.

The Rakhari have high foreheads, and usually wear their dark hair fairly long and pulled back. Their clothing is basic, in neutral black, grays, or browns, and has a homespun texture that indicates their largely agricultural heritage, as well as their unrelenting struggle for existence,

which leaves them little time or inclination for ornamentation. The few spacefaring Rakhari wear utilitarian jumpsuits, without insignia.

Struggle for survival

The Rakhari homeland is located roughly three light years from the Bajoran wormhole, in an area of the Gamma Quadrant where there are very few Class-M worlds. Rakhar is a harsh planet, and survival on its barren plains is a constant battle. A large proportion of the population engage in agricultural activities which barely allow them to eke a living out of the unforgiving desert terrain.

Male and female Rakhari

seem to have equal status and responsibilities in their society, although polygamy is routinely practiced in the agricultural communities, and males are generally expected to take more than one wife. This practice may originally have arisen out of a need to increase the population to generate more laborers, and thereby diversify the gene pool, but it has now become deeply ingrained in the society's duties and traditions.

Technical capabilities

Despite their agrarian profile, the Rakhari possess a high level of technology, including subspace communications, sophisticated offensive weaponry, and warp drive capability.

The Exarch demonstrates his species' hostile attitude toward other races. He deals with unavoidable offworld contact.



The people of Rakhar follow a mostly agricultural lifestyle, although the race does have relatively advanced space-faring vessels and warp technology.

Centuries of unrelenting struggle with their environment have, however, made the Rakhari paranoid and belligerent. The race engages in trade with their nearest planetary neighbors, but only for absolute necessities, and they adamantly refuse any diplomatic or political contacts. They have at least one large city in the Nehelik Province, on the planet's Southern Hemisphere, which houses their central governing body. A high official in the administration is known as the

Exarch, and it is their duty to engage in any unavoidable contact with other cultures – a duty the current incumbent fulfills grudgingly, and with ill grace.

The Rakhari government's xenophobia is also directed toward any native nonconformist factions. The Rakhari secret police swiftly punish anyone who, in their eyes, jeopardizes the safety of the people through their questioning of authority. Being an 'enemy of the people' – a portmanteau term

CHANGELING KEYS

Security

One of the few non-essentials traded for by the Rakhari are 'Changeling keys.' Described as a transitional stage between organic and inorganic matter, these keys, which change their shape to fit a specific lock, provide a high level of security that suits the paranoid mindset of the Rakhari authorities.



Croden gives Odo a Changeling key, an item greatly prized by the paranoid Rakhari.

Designation Rakhar
Class M **Quadrant** Gamma
Inhabitants Humanoid

Location Approximately three light years from the Bajoran wormhole.
Government Totalitarian; dissidents are suppressed. The Rakhari are isolationist and reclusive, refusing diplomatic or political overtures.

Features The only known areas of Rakhar appear to be harsh and barren deserts, indicating a borderline Class-M world on which survival is an unrelenting battle.

Starship log STAR TREK: DEEP SPACE NINE 'Vortex'



The Rakhari fugitive Croden joins DEEP SPACE NINE's Ferengi barkeep Quark in a scheme to double-cross a pair of Miradorn twins, Ro-Kel and Ah-Kel. When Croden later kills Ro-Kel, Ah-Kel swears his right to blood revenge.

GALAXY FACT

▶ The Chamra Vortex is an astronomical feature in the vicinity of Rakhar. Inaccurately referred to as a nebula, this uncharted swarm of asteroids is riddled with ionized gases that screen ships from the sensors of pursuing vessels. Pockets of volatile toh-maire gas ensure that only the most daring and dexterous navigators seek refuge in the region.

encompassing any number of serious offenses – carries the death penalty.

Execution by default

On Rakhar, however, it is not the perpetrator who is executed, but their closest family members; these unfortunates are usually abducted in dawn raids carried out by security officials. This practice keeps public dissent to a minimum, as few Rakhari will run the risk of sacrificing the lives of their loved ones. This results in an obedient and fearful populace. There is an all-too accurate Rakhari saying: "All crimes are serious on Rakhar, but there are no trials."

This repressive regime occasionally backfires,

however, as people whose families were executed have nothing more to lose, and will risk their own lives to escape Rakhar. Such escapees, when tracked down by the Rakhari government, face instant annihilation. In 2369, an outspoken Rakhari rebel named Croden is found drifting in a damaged shuttlecraft by a Klingon vessel and taken to station *Deep Space Nine*.

Desperate scheme

Before leaving his home-world, Croden saved his daughter Yareth from the clutches of the planet's security forces by taking her to a secret location. Desperate to retrieve his only living relative, Croden becomes embroiled in a

scheme of Quark's to double-cross a pair of Miradorn twins. When one of the Miradorn is killed, *Deep Space Nine*'s Security Chief Odo becomes involved; however, the shapeshifter is tricked into escorting Croden back to Yareth's hiding place on one of the uncharted asteroids inside

the Chamra Vortex. Croden's claim that he can lead Odo to other Changelings proves false, but the security chief is still sufficiently moved by the man's plight to help him and his daughter escape the Rakhari authorities. Odo informs the Exarch that Croden and Yareth perished in an explosion in the

▶ The planetoid which serves as Yareth's hiding place is a barren and rocky world. According to Rakhari folktales, a race of Changelings once made secret colonies on such worlds.



OTHER GROUPS AND RACES

The Guide to the STAR TREK Galaxy

FILE 18

CARD 97

THE RAKHARI



OTHER GROUPS AND RACES



▶ Odo takes Croden into the Chamra Vortex. The fugitive has hidden his daughter Yareth from the Rakhari authorities by placing her in stasis on one of the planetoids.



▶ Rakhari facial ridges may be a sign of maturation, as they are less developed in younger members of the species. Yareth, for example, displays only subtle traces of this racial trait.

OTHER CARDS IN THIS FILE...

54 THE KOBLIAD

55 THE WADI

57 THE DOSI

58 THE SKRREEA

SEE OTHER FILES...

STAR TREK:
DEEP SPACE NINEFile 70

FALSE HOPE

Childhood tales

Croden's claim of knowing about a secret colony of Changelings turns out to be nothing but lies, but there does appear to be some truth in the stories the fugitive tells Odo to gain the latter's cooperation. Presumably much of Croden's 'knowledge' of shapeshifters stems from the myths he remembers from his childhood on Rakhar; surprisingly sympathetic tales were told of a race of Changelings who dwelt there centuries ago. Proud and aloof, they refused to take humanoid form, and made no effort to integrate themselves into the general population, resulting in suspicion from the humanoids they lived among.

The Changelings were harsh in their judgments, and distrustful of other species, but were reputed to be essentially decent and charitable. There are stories of them helping the needy and unfortunate. Eventually, according to Croden, the Changelings were persecuted for their differences, and their refusal to assimilate. They were driven away from Rakhar to form secret colonies.

What proportion of these myths is based on historical fact, and how much is attributable to Croden's colourful imagination, is yet to be determined although the tales seem consistent with the history the Founders

tell. The existence of the Changeling key, which Croden offers to Odo as evidence to substantiate his claims, constitutes the first material clue to a Gamma Quadrant origin for Odo's people.



▶ The Changeling Odo is furious when he realizes that Croden does not know the whereabouts of the Gamma Quadrant's fabled shapeshifters after all.

▶ The Rakhari fugitive Croden convinces DEEP SPACE NINE's shapeshifting security chief to take him to a Gamma Quadrant planet.





THE UNITED FEDERATION
OF PLANETS

The Guide to the STAR TREK Galaxy

FILE 7

CARD 6



THE UNITED FEDERATION
OF PLANETS

THE FEDERATION AT WAR

The **United Federation of Planets** is a coalition of worlds joined together in the name of peace and exploration. When these principles are threatened, however, the organization is quite prepared to go to war.

The **United Federation of Planets**, as a democratic nation state, is built upon certain guarantees and securities. Chief among these considerations is a pledge to keep the Federation's citizens and territories safe from attack. The Federation, however, also stands for peace and cooperation – thus it is only in extreme circumstances that the organization will allow itself to be forced into war, and usually only then in order to fight for its survival.

Negotiation first

The Federation will always try to seek a diplomatic solution to combative situations, leading some other races to consider it a weak, ineffectual power. If all

attempts at a non-violent resolution fail, however, the Federation's military forces in **Starfleet** are willing and more than able to go head-to-head against threats to their territory and citizens.

Bloody origins

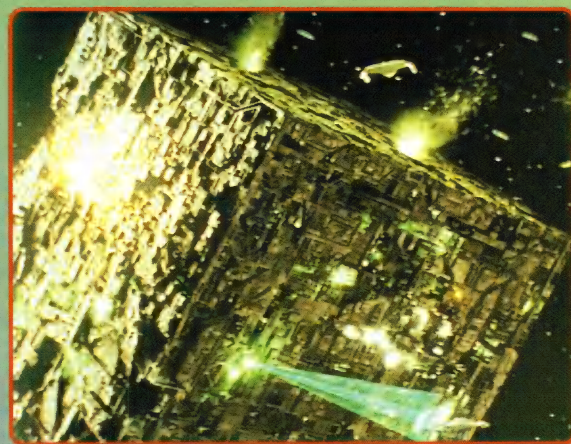
Indeed, it can be said that the Federation itself was born out of war. Earth's early and deadly contact with the **Romulan Star Empire** led to a protracted war circa 2160. After its eventual resolution, Earth was driven to form the United Federation of Planets with the sovereign worlds of **Vulcan**, **Tellar**, and **Andor**, most likely out of the need for mutual protection, and to present a united front against any other would-be aggressors.

As already noted, the Federation views the concept of open warfare as the final solution to any potentially inflammatory situation. Incursions and actions by outside forces that would meet with swift and brutal reprisals from such nations as the **Klingon Empire**, for example, are

instead dealt with in a careful, controlled manner by the Federation. The **Talarian** skirmishes of the 2350's over the **Galen system**, the **Tholian** attack on the **U.S.S. Enterprise NCC-1701** in 2263, and the **Ferengi** theft of a **T-9 energy converter** in 2364, are all met with a strong, but non-aggressive, Federation stance in order to resolve the conflicts.

No love of battle

Species such as the **Jem'Hadar** and the **Klingons** may delight in finding new enemies to fight, but the Federation looks first to defuse tensions



Invasion force

In 2373, a BORG CUBE attempts to invade Earth, but it is destroyed by an armada of Starfleet vessels.

before any shots are fired. No matter how hard the Federation tries, however, peaceful and non-violent resolutions are not always viable options. As well as fulfilling its scientific and exploratory functions, Starfleet is the Federation's

armed force within its borders; at many points in its history, Starfleet vessels and crews have found themselves on the sharp end of aggressive attack.

A situation of undeclared war, but open hostilities, exists between the

PEACE WITH THE KLINGONS

Former enemies

In the late 2260's, a state of cold war exists between **Starfleet** and the **Klingon Empire**. Skirmishes are frequent, and even the **Organian Peace Treaty of 2267** does not defuse the tension. A degree of detente is brought to the situation with the signing of the **Khitomer Accords** in 2293.



The Organians force a state of peace upon the Klingon Empire and the Federation, by preventing the two powers from fighting.

The Federation offers its help to the dying Klingon Empire in 2293, after the destruction of Praxis.



The Klingons are a warlike race. They have no option but to accept Federation help after a cataclysmic event befalls the Klingon Empire, however.



Tensions between Cardassia and the Federation run high throughout the 24th century.



The Guide to the STAR TREK Galaxy

FILE 7

CARD 6

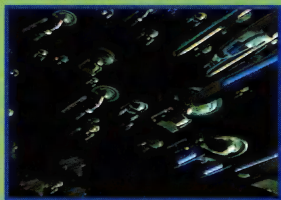


THE UNITED FEDERATION
OF PLANETS

THE FEDERATION AT WAR

THE UNITED FEDERATION
OF PLANETS

▼ *The Federation will always try to find a diplomatic solution for any potentially explosive situation. When necessary, however, Starfleet can dispatch a formidable armada of starships.*



Federation and the **Tholian Assembly** for many years, following an incident in 2268. Nearly a century later, in 2353, the Tholians attack Federation outposts, and the state of armed conflict continues well into the 24th-century before an apparent cessation.

In their various encounters with the species known as the **Borg**, the Federation has also learned to its cost that some adversaries cannot be bargained or reasoned with.

Rival powers

Warfare on an open footing has been a sad part of the history of the Federation. Unlike the border conflicts with the Klingon, Tholians, and Talarions, the organization has regrettably gone to war with its enemies on equal terms. In battles such as these, including hostilities with the **Cardassian Union**, the **Tzenkethi**, and the **Dominion**, the conflict is not merely a defensive action, reacting to enemy attack and protecting established assets – it is also a plan of battle to defeat a foe as quickly as

▼ *The Gamma Quadrant Dominion almost succeeds in conquering the Alpha Quadrant and defeating the Federation.*



possible. Federation forces will target military and industrial targets, working to avoid collateral damage and the deaths of civilian non-combatants. Starfleet's rules of engagement are quite clear; in the first instance, starship captains are ordered not to fire until fired upon, but once a state of war is declared, the enemy is to be neutralized with all possible speed.

As well as steering clear of non-military targets, the Federation also prohibits its forces from using certain classes of weaponry because of their deleterious effects; deadly munitions such as biogenic agents and **isolytic subspace devices** are banned from Starfleet arsenals. Starfleet ships are primarily constructed to perform patrol, defence, and exploratory missions, but during wartime those functions can be altered to purely military operation, refitting vessels with extra offensive and defensive



▲ *In 2268, the U.S.S. ENTERPRISE NCC-1701 comes into conflict with the Tholians, who accuse the crew of invading their space.*

systems. Most Starfleet vessels, such as the **Galaxy**-class and **Sovereign**-class starships, are built to follow this multi-tasking mode, but the Federation is not without its purebred warships, such as the **Defiant** class, originally designed to combat the Borg, and the prototype **Prometheus** class, with its dynamic **multivector assault mode** capability that allows attack on three fronts.

Galactic warfare

For many years, up until 2366, the Federation fights an ongoing and harsh conflict with the Cardassian Union over disputed territories; like the organization's previous conflicts with the Klingon Empire, this confrontation is only ended by the ratification of a peace treaty, which even after its confirmation is considered shaky at best.

The rivalries of this conflict rise again in 2373,

▼ *The Federation has designed a few starships specifically for war, such as the U.S.S. PROMETHEUS, which is hijacked by Romulans.*



when Cardassia allies itself with the **Gamma Quadrant's** Dominion, thus plunging the Federation, and indeed the whole of the **Alpha Quadrant**, into the most protracted and costly war it has ever seen. This brutal conflict severely tests the mettle of the Federation's peaceful ideals, leading some of its citizens to question its democratic principles and, in the case of Starfleet's **Admiral Leyton**, even attempt to forcibly instigate

GALAXY FACTS

▶ *Despite the Federation's apparent victory against the Dominion, it is arguable whether its ethics survive the bloody conflict intact. The high-minded organization appears to turn a blind eye when its 'unofficial' department, Section 31, genetically engineers a Changeling disease to kill the Founders.*

a rule of martial law in order to strengthen it.

By the close of hostilities in 2375, the Federation remains unbowed before the Dominion, but at a terrible cost to life and property. In this horrific fight, the entire Alpha Quadrant learns once more the harshest of lessons, one that the people of Earth learned during their savage history of conflict. In war, there are no winners or losers, only innocent victims and casualties.



▶ *Contact between the Ferengi and the Federation often threatens to erupt in hostilities, such as the incident on the Tkon outpost in 2364.*

TENSIONS RUNNING HIGH

Paranoia

The unfortunate history of hostilities between the Federation and certain other powers has often been the cause of hysteria and paranoia. On occasion, some Starfleet officers have ignored the Federation's peaceful stance and taken it upon themselves to fire first in the defense of the organization, whether the threat be real or imaginary.



▲ *Admiral Cartwright conspires to sabotage the Federation's peace treaty with its former enemies the Klingons.*



▲ *Captain Maxwell launches an attack on the Cardassians, in the belief that they were planning to attack first.*



▲ *Admiral Leyton attempts to prevent a potential Changeling invasion by imposing martial law on Earth.*



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FILE 11

CARD 2C



NON-MILITARY KLINGON ENDEAVORS

The stereotypical Klingon is seen as a loud braggart in search of a fight, but not all the sons and daughters of Qo'noS fall into this category. The empire of warriors has also spawned scientists and even poets.

To the races that live beyond its borders, the **Klingon Empire** projects an image of a civilization that lives and breathes conflict, a society of warriors and fighters constantly seeking new ways to test themselves in battle. For all of the race's martial ways, however, it is clear that a culture which only produces warriors could not and would not last as long as the Klingons, whose growth from a primitive tribal people to a major interstellar power has evolved over thousands of years. No culture, martial or pacifist, can exist without legions of laborers and technicians, scientists, and administrators to strengthen it.

Other roles

Beyond their obsession with battle, the Klingon people possess a seldom seen side that embraces theater, music, and poetry, the disciplines of science, and even the culinary arts. Uncharitable

observers might consider that a Klingon scientist is a contradiction in terms, but in fact the empire's scientific community thrives. It is true that many of their achievements have been in developing tactical devices and weapons for the Klingon military, but the empire's scientific minds have also turned their skills to less violent subjects.

Scientific collaboration

In the years following the **Klingon-Federation** alliance, ratified by the **Khitomer Accords**, cooperation between scientists from both sides has led to several new discoveries. For example, in 2369, **Kurak**, a noted Klingon specialist in **warp field dynamics**, visits the **U.S.S. Enterprise NCC-1701-D** as part of a joint endeavor to test a new **metaphasic shielding system**. Despite an apparent murder attempt during the project, the shield is eventually proven to work perfectly.

As part of the Officer

Exchange Program, **J'Dan**, a Klingon exobiologist, also comes aboard the ship in 2367, although he is later exposed as a spy for the **Romulan Star Empire**.

Klingon exploration

As well as their defensive and combative duties, many Klingon starships also fulfill scientific duties in the same manner as their **Starfleet** counterparts. It is a Klingon expeditionary unit that first charts the **Theta 116 star system**. Even as far back as 2290, the Empire launches deep space exploratory missions, with vessels such as the **I.K.S. T'Ong** manned by crews kept in cryogenic suspended animation. More recently, in 2369, the Klingon vessel **I.K.S. Maht-H'a**, under the command of **Captain Nu'Daq**, is one of



several ships, including the **Enterprise**, that pools its research into a four-billion-year old genetic message left behind by an alien precursor species.

Certainly, much was unknown about the

Commander Nu'Daq reluctantly participates in a joint-species scientific mission to decode a four-billion-year-old message.

WARP SPECIALIST

Kurak

Klingon scientists can be as fierce and volatile as their warriors. For example, when warp field specialist Kurak is questioned by Dr. Beverly Crusher concerning the murder of a fellow scientist, the Klingon woman is easily offended and fells the doctor with a powerful punch.



Scientists such as Kurak design the engines of Klingon ships.

Kurak is small in stature, but she is as fierce as any Klingon warrior.



Not all Klingons fight their battles with bat'leths or phasers. Advocate Ch'Pok uses the power of the Klingon legal system to defeat his opponents.



▼ **The Klingons are a spiritual culture and follow the legendary teachings of Kahless. Some Klingons choose to become clerics, and live in monasteries such as the one on Boreth.**



The Guide to the STAR TREK Galaxy

FILE 11

CARD 2C



NON-MILITARY KLINGON ENDEAVORS



Klingons beyond their combat prowess until the signing of the Khitomer Accords. This historic document laid the path for greater understanding and commerce between the Federation and the empire, and a fair amount of that new trade has been in foodstuffs and media.

Cultural trade

Within a generation, it has become commonplace for non-Klingons to dine on **pipius claw**, **rokeg blood pie**, and **heart of targ**. On multicultural colonies and starbases, such as **Deep Space Nine** in the **Bajor sector**, Klingon restaurants and food kiosks are an everyday sight, and **replicators** are often stocked with programs for these edibles, as well as one for the popular drink **raktajino**. As with much in their culture, Klingons attack their cooking with the same gusto they show in battle. This dynamic approach

features in their other great contributions to Galactic culture – the epic poem and the Klingon opera.

In a similar way to the haiku poetry of Earth's ancient Japanese culture, Klingon poetry is created by warriors eager to celebrate important events in their lives, and the history of the empire. **Qo'noS**'s greatest writers are responsible not only for volumes of narrative, but also for heroic songs that sometimes form the basis of a major opera. Noted authors in Klingon culture are granted the title of **Basai Master**, and among them are such luminaries as **K'Ratak**, whose grand tome '**The Dream of the Fire**' is considered by many to be the single greatest work of Klingon literature, and **G'Trok**, author of '**The Fall of Kang**', a piece that rivals Earth's Homeric epics. Klingon opera has become a popular topic in Federation schools; the songs of



▲ **Klingons can face life and death situations outside of battle. In 2368, Worf agrees to undergo a dangerous experimental operation on his spine.**

Keedera and the performances of the tenor **Barak-Kadan** are studied as part of the curriculum, alongside the legendary stories of Klingon heroes such as '**Kahless and Lukara**,' and '**Aktuh and Melota**.'

Spiritual art forms

The grand stories of Kahless, the first Klingon emperor and their spiritual leader, also show the religious beliefs of the empire. All Klingons are taught the parables of Kahless, and many of his feats are played out in theatrical performances,

such as those on show at the **Kot'Baval Ceremony**. Part of this festival celebrates Kahless's defeat of the tyrant **Molor** and the symbolic freeing of the Klingon race from eternal oppression.

Fables such as the '**Storm of Quin'lat**' and the forging of the **bat'leth** in the **Kri'stak volcano** are told, alongside the '**Story of the Promise**'. The latter tale is one of the most important myths in the Klingon belief system, as it recounts Kahless's promised resurrection and return to his people

GALAXY FACTS

▲ **Not all Klingons have been raised in a martial culture. In 2369, Worf visits a camp of Klingons who were captured by the Romulans at Khitomer. Realizing that they can never return to the Empire, these Klingons have not raised their children to follow the ways of Kahless.**

▲ **The half-Klingon B'Elanna Torres follows the sciences as the chief engineer on board the U.S.S. Voyager NCC-74656.**

in their hour of need.

In keeping with the words of the '**Story of the Promise**', a spiritual retreat and monastery has been established on **Boreth**, the world on which it was prophesied that Kahless would return.

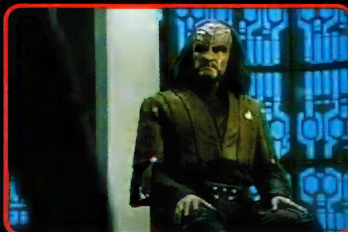
In 2369, two of Boreth's clerics, **Koroth** and **Torin**, attempt to bring Kahless back to life by creating a clone of him, but such actions have not weakened the Klingon religion; if anything, it has grown stronger and become a more vital part of the culture of the empire – a culture that holds many secrets and depths that its brusque, warrior exterior belies.

OFFICER EXCHANGE

Culture swap

Since the signing of the Khitomer Accords, the Klingon-Federation alliance has progressed to a point where the two allies even engage in Officer Exchange Programs. In 2365, Commander **Riker** is assigned to the **I.K.S. Pagh**. The Starfleet officer familiarizes himself with other aspects of Klingon culture before leaving, eating Klingon dishes such as **pipius claw** and **heart of targ**.

▲ **Riker is the first Starfleet officer to take part in a cultural exchange, but he soon proves that he can hold his own on the I.K.S. PAGH.**

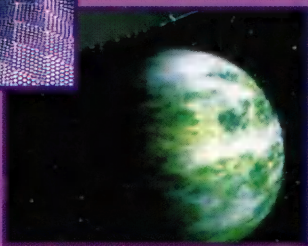


▲ **The exobiologist J'Dan takes part in a less successful exchange program, during which he is exposed as a Romulan spy.**



▲ **The half-human Special Emissary K'Ehleyr serves the Klingon Empire in an ambassadorial role, working within the Federation.**

▶ **The Klingon Empire often sends its ships on deep space exploratory missions. A Klingon expedition is the first to chart the Theta 116 star system.**





Spock's Loyalty

The half-Vulcan Spock is the best first officer in Starfleet, showing intense loyalty to his captain and colleagues.

Even for a **Vulcan**, **Spock's** loyalty is legendary. Throughout his **Starfleet** career he repeatedly risks his commission, his reputation, and even his life to defend his friends and colleagues. His friendship with **Captain James T. Kirk** is particularly intense, but Spock's loyalty to others is just as strong.

When Spock's former commander, **Captain Christopher Pike**, is confined to a physically limited existence, the Vulcan officer believes that his only hope for a full life is a return to the forbidden planet **Talos IV**. **Starfleet General Order 7** prohibits contact with the planet's native psionic beings under penalty of death. Never-

theless, Spock's sense of loyalty causes him to kidnap the **U.S.S. Enterprise NCC-1701's** previous captain, and hijack the starship itself in order to take Pike back to Talos IV in 2267. In the process, he also protects his current commander, James Kirk, from having to make some difficult decisions, by simulating a trial to divert the captain's attention. At the time, Spock has no idea that Starfleet will ultimately make an exception and permit his unauthorized mission – he acts to help Pike regardless of any personal consequences.

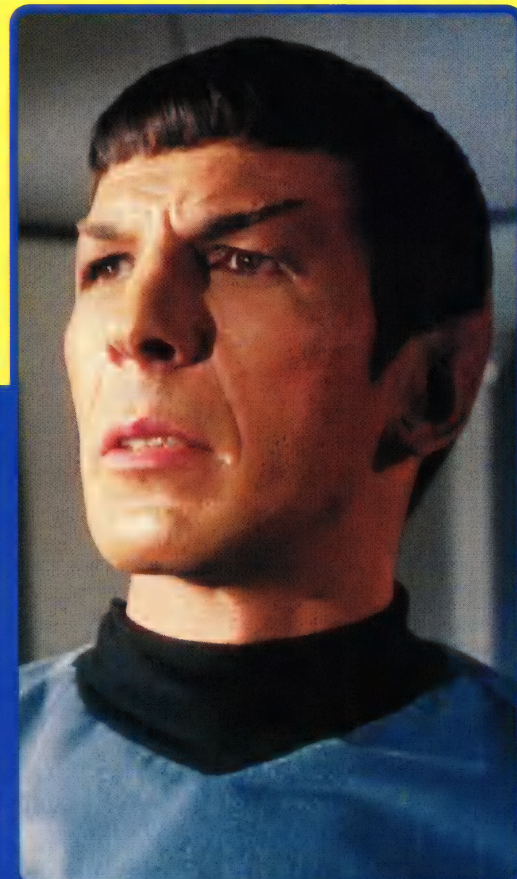
Illogical support

Not all of Spock's acts of loyalty are quite so dramatic, nor do they risk such serious results.

SPOCK'S DIVIDED LOYALTIES

VULCAN DUTIES: Spock loyally follows the teachings of his Vulcan heritage. Throughout his life he struggles with his human half in order to behave in a logical manner, and even attempts to purge himself of all emotion via the **Holinahr** discipline.

STARFLEET DUTY: Ultimately, Spock's strongest loyalties seem to be to **Captain James T. Kirk** and **Starfleet**. In 2271, Spock fails to achieve **Holinahr** and leaves Vulcan to return to his friends and colleagues aboard the **U.S.S. Enterprise NCC-1701**.



▲ The half-human, half-Vulcan Spock finds his niche in Starfleet, and is intensely loyal to the organization and his fellow colleagues throughout his career.

Sometimes, the half-Vulcan first officer is merely called upon to back up the often unpredictable Kirk, such as when he is asked to calculate the odds in the nonsensical game of **fizzbin**. A raised Vulcan eyebrow might indicate his surprise, and occasionally his reluctance, but Spock invariably plays along with Kirk's imaginative ruses.

Spock's loyalty to Kirk goes far beyond such minor gestures of support. In 2267, when Kirk is accused of murdering **Records Officer Ben Finney** by jettisoning an observation pod before a red alert is declared, Spock testifies to the captain's character at the ensuing court-martial. Even though Spock was busy with his own duties,

and did not directly observe Kirk's actions, he states that the captain could not have done such a thing, as he is simply incapable of acting out of malice or panic. The video computer evidence against Kirk seems overwhelming, but Spock trusts his own convictions about his friend more than any recorded log. His certainty that Kirk is innocent leads him to prove that the computer evidence is



★ Faith in his convictions

In 2267, Spock proves that the computer evidence convicting Captain Kirk of Ben Finney's murder has been tampered with.

SUPPORTING THE CAPTAIN



★ Mutiny

Spock is willing to risk court martial and the death penalty to help his former captain, Christopher Pike.

★ In doubt

Spock's loyalty has to be earned; it is not given blindly to all his senior officers. He is not afraid to question Commodore Matt Decker's actions.



★ Fixed loyalties

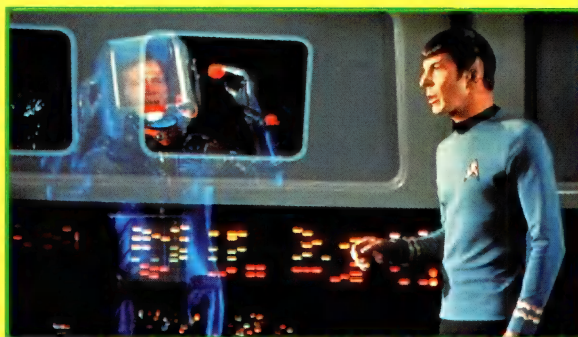
Spock never considers betraying his colleagues for real, despite a seductive Romulan commander's attempts to lure him to her side.



Spock's Loyalty

★ Unfair fight

The Vulcan first officer is forced to fight his captain and friend during his Pon farr.



★ Tholian danger

Spock risks the safety of the ENTERPRISE in order to rescue Kirk from Tholian space.

fraudulent, and that the still-living Ben Finney staged his own death.

Spock rarely allows his own problems to interfere with his sense of duty and concern for others. In 2267, for example, he undergoes the **koon-ut-kal-if-fee**, the Vulcan marriage challenge. Despite the fact that he is deeply submerged in the madness of the **Plak-tow**, Spock manages to speak rationally in order to plead with **T'Pau** not to make him fight Kirk in the traditional battle to the death. He argues that the captain is an outsider, not aware of the full consequences of the situation. T'Pau refuses to intervene, however, and even Spock is not able to totally overcome biological compulsion – his apparent victory seems to result in Kirk's death. Spock answers T'Pau's parting words of "Live long and prosper," with an anguished "I shall do neither. I have killed my captain and my friend." Fortunately, **Dr. Leonard McCoy's** medical trickery means that Kirk is still alive; Spock's emotional reaction when he discovers this reveals the true feelings hiding behind his usually impassive mask.

Apparent betrayal

In 2268, Spock is even willing to act the part of a traitor, in order to back up one of Kirk's more risky plans. During an ultimately successful attempt to steal **Romulan cloaking device** technology, Spock appears to turn against Kirk by betraying the *Enterprise* to the Romulans. His own reputation, his genuine attraction to the Romulan commander, and the hostile reactions of the other crew members mean less to him than does his commitment to the captain.

His reputation is not the only thing that Spock has put on the

line. At times, his loyalty to Kirk leads him to place the *Enterprise* itself in danger. When Kirk – aboard the **U.S.S. Defiant NCC-1764** – seemingly disappears in 2268, Spock orders the *Enterprise* to hold its exact position until calculations indicate that the vanished ship will reappear. Despite the threat posed by **Tholian** ships, and an energy web that could annihilate the *Enterprise*, Spock steadfastly maintains that position, even though rescuing the captain might mean losing the entire

ship and all of its crew.

On several occasions, Spock has shielded Kirk from injury or death by putting himself between the captain and the threat. If the ultimate measure of loyalty is whether you would sacrifice your own life for another, then Spock has proved his commitment many times over. Spock is also prepared to risk his life, not only for Kirk and his *Enterprise* colleagues, but for the entire **Federation**. In 2268, a massive spaceborne amoeba threatens to consume the **Alpha Quadrant**. Despite the high risk that he will not survive the mission, Spock volunteers to take a shuttlecraft into the amoeba's nucleus in order to plant an antimatter bomb that will destroy it.

"The sunrise of a new world. A world that our beloved comrade gave his life to protect . . . He did not feel this sacrifice a vain or an empty one."

— Captain Kirk's epitaph for Spock

Spock may frequently support his friends above and beyond the call of duty, but his loyalty is never unthinking, or given automatically to those in command. In 2267, when regulations allow the suicidal **Commodore Matt Decker** to command the *Enterprise* during a period of crisis, Spock does not give him the same depth of respect that he shows Kirk. The Vulcan officer is also apparently willing to commit mutiny when **Dr. Janice Lester** takes possession of Kirk's body, and the captain's place, in 2269. On the outside, Kirk does not change, but Spock knows that the person inside the physical frame is not the one to whom he owes his allegiance.

Such unswerving loyalty cannot adequately be repaid, but it is often reciprocated. Kirk has on several occasions risked his own career for the sake of his first officer. When Spock needs to return to his homeworld during his **Pon farr**, Kirk goes against direct orders and takes his friend back to Vulcan.

Valued colleague

Any military organization depends on a certain bond of trust between its members, but Spock's devotion goes well beyond that. Captains Pike and Kirk both acknowledge the fact that they are extremely fortunate to have earned the intelligent and unstinting loyalty of a man who serves them so well as both friend and fellow officer.

THE ULTIMATE SACRIFICE

Death and rebirth

In 2285, Spock enters the **U.S.S. Enterprise's** radiation-contaminated engine room to repair the warp drive. Not even a Vulcan can stand such conditions, and though Spock places his consciousness in **Dr. Leonard McCoy**, there is no guarantee that he will survive the experience. Admiral Kirk and his crew repay Spock's loyalty when they bring back his body and consciousness to Vulcan for the **fal-tor-pan** rejoining ritual.

▼ High risk

Dr. Leonard McCoy returns Spock's loyalty by agreeing to the dangerous **fal-tor-pan** ritual.

▶ Self-sacrifice

Spock faces certain death in order to save the lives of his **ENTERPRISE** colleagues.



Kira's Friendships

If an outside observer were to define the most dominant personality traits of Colonel Kira Nerys, they would almost certainly highlight her passion for life and loyalty to her friends.

Kira Nerys was born into a world of strife and oppression on Bajor, during the the Cardassian occupation, but even in those dark times she was never without friendship. Kira's strength and compassion has made her many friends, and the depth of her dedication to them is as strong as her hatred for her enemies.

Kira's first circle of friends was formed after her recruitment into the Shakaar resistance cell in 2355; here, she made life-long comrades in the fight to free Bajor from its Cardassian oppressors. Kira's ties to Shakaar Edon, the leader of the cell, are largely platonic during their resistance years together, but much later, in 2372, their relationship briefly blooms into a romance after Shakaar is elected as Bajor's First Minister. Kira's association with fellow cell

members Lorit Akrem, Furel, and Lupaza is of a more familial nature, but no less firm because of it. The deaths of these old friends in 2373 is a great blow to Kira, and she bears the pain of their passing for many years to follow.

Terrorist connections

Kira's other associations during her early rebel years include the Kohn-Ma militant Tahna Los. This former freedom fighter tries to play on their relationship in 2369 when he attempts to recruit Kira into a terrorist operation designed to close the Bajoran wormhole, which leads to the Gamma Quadrant.

The end of the Cardassian Union's rule of Bajor, in 2369, marks the start of a series of new relationships for Kira Nerys. The major is assigned as Bajoran liaison and first officer aboard *Deep Space Nine*, formerly the Cardassian ore-processing

PROFILE ON KIRA

COMRADES-IN-ARMS: In 2355, Kira Nerys joins Shakaar Edon's resistance cell, where she forges lifelong friendships.

STARFLEET FRIENDS: Kira initially resents Federation involvement with Bajor after the withdrawal of the Cardassian troops, but she eventually comes to count *Deep Space Nine*'s Starfleet personnel among her closest friends.

LOVERS: Kira has several romantic relationships, including ones with Shakaar Edon, Bareil Antos, and Odo.



▲ Kira Nerys is a determined and often fierce woman. Her strong personality, however, has not stopped her from making many firm friends.

CARDASSIAN FRIENDS: Kira develops strong friendships with Legate Ghemor and Tora Ziyal.

plant *Terok Nor*. At this stage, Kira already has a nodding acquaintance with Odo, the Changeling chief of security, but she resents the Starfleet presence on the station. Her opinions of Commander Benjamin Sisko, Lt. Jadzia Dax,

Chief Miles O'Brien, and Dr. Julian Bashir are not of the highest order, but over the next seven years Kira develops a unique attachment to every one of them.

Perhaps the most difficult friendship Kira develops is with her commanding

officer, Benjamin Sisko. Initially, Kira is adamant that Federation involvement in Bajoran affairs is unnecessary, and she is not afraid to voice her objections to Sisko. The major's opinion is challenged, however, when Sisko

FRIENDS, COLLEAGUES, AND ALLIES



★ New friendships

Former freedom fighter Kira Nerys is assigned to *DEEP SPACE NINE* in 2369. She overcomes her initial hostility to make strong friendships with many of the crew.



★ Old allies

Kira Nerys's first loyalty is always to her home planet, Bajor. She maintains close ties with many former members of the Shakaar resistance cell, including Lupaza and Furel.

★ Dukat's child

The half-Bajoran, half-Cardassian Tora Ziyal becomes a close friend of Kira Nerys, in spite of the fact that her father is Gul Dukat. Kira finds it hard to come to terms with Ziyal's murder.



Kira's Friendships



★ Heartbreak

Vedek Bareil's fatal accident, in 2371, is a traumatic time for Kira.

★ Past ties

Former associate Tahna Los attempts to recruit Kira.



★ Comfort

Kira Nerys lends her strength and support to Odo when he falls victim to the Founders' disease.

★ Former friendship

Kira's former friendship with Shakaar Edon develops into a full-blown romance.

discovers the Bajoran wormhole and is hailed as the Emissary, a very important figure in Bajoran religion. Kira's deep-seated beliefs initially cause her to have conflicted feelings over Sisko, but as she continues to serve alongside him, the major comes to respect the commander as her superior officer, trust him as a confidante, and to revere him as the Emissary.

Gradual respect

Kira's friendship with her other Starfleet colleagues follows a similar pattern, with grudging acceptance ultimately turning into trust and esteem. When she first meets Dr. Bashir in 2369, Kira regards the young physician as arrogant and self-absorbed, but they eventually become friends through the sharing of good times and bad.

Kira's relationship with Lt. Jadzia Dax grows quickly from their early meetings. The feisty Bajoran recognizes in the joined Trill a kindred spirit, who shares a similar incautious approach to life. The two women are often seen sharing a holosuite program, or chatting over drinks at Quark's bar. Kira is technically Jadzia's superior officer, but the 'older' Dax's wisdom makes any such question of rank or age redundant. Jadzia's murder, in 2374, hits Kira hard, but her friendship with the Dax symbiont continues with its next host, Ezri.

Kira develops a unique association with Chief Miles O'Brien and his family. After an accident aboard the *Runabout Volga* in 2373, Kira accepts a fetal transplant from

O'Brien's wife Keiko, and carries the couple's child, Kirayoshi, to term over the next few months. During this surrogate pregnancy, the working relationship between Kira and Miles threatens to become something more intimate, but both of them agree not to pursue their feelings further. After Kirayoshi's birth, Kira becomes a de facto member of the O'Brien family.

Cardassian friend

One of Kira's most unlikely friendships is with the illegitimate daughter of her enemy, Gul Dukat. The half-Bajoran Tora Ziyal comes to stay on *Deep Space Nine* with the major for a while, and though their relationship is put under pressure during Cardassia's alliance with the Dominion, it survives. Kira

is devastated when Ziyal is murdered by Damar, in 2374.

As well as her romance with Shakaar Edon, Kira also has a relationship with a vedek, Bareil Antos, in 2370. Both Kira and Bareil are very much in love, but their affair ends in tragedy when the vedek is severely injured in 2371. He dies from his wounds in *Deep Space Nine*'s Infirmary. For a long time, Kira mourns Bareil, and she even has a fleeting romance with his parallel incarnation from the mirror universe in 2374.

Later that same year, Kira learns of Odo's long-time attraction toward her, and after a shaky start, the friends become lovers. By the close of the Dominion war, Kira and Odo have consummated their romance, but even their strong

feelings for each other cannot sway Odo from his decision to return to the Gamma Quadrant's Founders at the war's end. Kira underlines her dedication to Odo by escorting him home. It is an emotional goodbye, as Kira knows she will deeply feel his absence, but she respects his wishes. The now-Colonel Kira Nerys may return to *Deep Space Nine* alone, but she is still surrounded by friends, old and new.

"Major Kira, friends with a Cardassian. It seems wrong."

— Worf to Jadzia Dax

FATHER FIGURE

Strange reminder

In 2371, the Obsidian Order kidnaps Kira Nerys and surgically alters her to resemble the daughter of Legate Ghemor. During this time, Kira forges a strong relationship with Ghemor, who reminds her of her late father.

▼ Pawn

Kira is caught up in a plot to expose Ghemor's underground sympathies.

► Bedside vigil

In 2373, Kira sits with the dying Ghemor during his final hours.



Barclay's Holocharacters

The holodeck is recognized throughout the Federation as a useful leisure and training facility. Lt. Reginald Barclay invests more time and effort in his holographic creations than most people, however, and on occasions this has led to problems.

Shortly after Lt. Reginald Barclay's transfer to the *U.S.S. Enterprise NCC-1701-D* in 2366, crew reports note that he is constantly late for duty. He never seems to put 100 percent into his work, and his awkward and withdrawn manner lead to him being dubbed 'Broccoli' by young Wesley Crusher – a monicker that catches on. For a diagnostic engineer, however, Barclay is a very creative man, and he makes extensive use of the holodeck as escapist therapy for his inability to fit in.

Barclay's holographic creations get him into trouble, however, as he creates duplicates of his colleagues. This violates *Starfleet* protocols, if not any actual rules: living people

cannot be simulated without their consent. Barclay begins the exercise as a method of practicing how he is going to tell his superior officer, Lt. Commander Geordi La Forge, that he thinks the chief engineer is pushing him in his work. In general, however, Barclay's intentions are innocuous.

More productive work

Even after he leaves this unusual activity behind, Barclay continues to share a special affinity with all things holographic. In 2367, much of his higher brain functions and memory are transferred to the starboard computer core when he is affected by a *Cytherian probe* and creates a neural interface on the holodeck. In more routine situations, he is invariably assigned to work on

holodeck malfunctions, and helps to design programs such as Alexander Rozhenko's Ancient West scenario in early 2369. A month or two later, he inadvertently reactivates the Professor Moriarty program for the first time in four years.

Barclay is also part of the team that tries to solve the problem of giving the advanced holographic Moriarty corporeal existence. This experience may be what leads him to join Dr. Lewis Zimmerman's team developing the *Emergency Medical Hologram* program. Ironically, one of his specific tasks is testing the EMH's interpersonal skills.



★ **EMH**
Reginald Barclay plays an important part in the development of the EMH.

★ **Wild West**
Reg helps Alexander Rozhenko to design a Wild West holodeck scenario – much to Worf's annoyance.

U.S.S. ENTERPRISE NCC-1701-D Crew

One of Barclay's earliest holoprograms involves an accurate simulation of the *U.S.S. Enterprise NCC-1701-D* crew. They react in the same manner as their real-life counterparts, but Barclay has cast himself into the program as a much more forceful character; Ten-Forward bartender Guinan has to warn him not to make trouble.

Reg uses the program to vent his frustrations at Geordi La Forge and Commander William T. Riker, allowing him to blow off steam regarding his work situation. The former is his direct superior; the latter deals with the crew as a whole, and earns Barclay's wrath simply for being good-looking and popular. These holographic

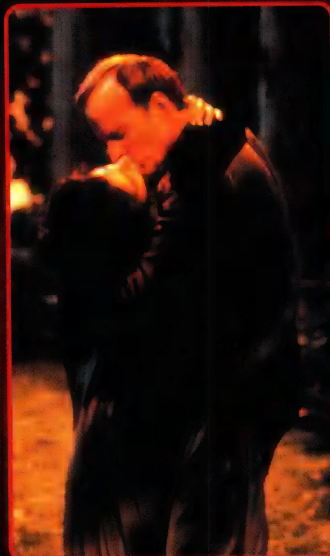


▲ Reg brings his holographic friends together one last time, to say goodbye.

copies are sounding boards for the lieutenant's grievances, and are programmed to quickly and easily back down from confrontations. With the real La Forge's help, Barclay eventually overcomes his curious holodeck addiction, but even then he wants to say a proper farewell to the holographic bridge crew.

STARSHIP LOG: 'Hollow Pursuits' [TNG]

COUNSELOR DEANNA TROI



▲ Barclay uses the holodeck to live out his fantasy of romancing Deanna Troi.

STARSHIP LOG: 'Hollow Pursuits' [TNG]

Deanna Troi is the only character in Barclay's representation of the *U.S.S. Enterprise* crew with obvious differences to the original. Barclay is besotted with the Betazoid counselor, and programs her to fall in love with him. The holo-Troi is flattering and seductive – evidently the lieutenant's dream woman. This false Deanna is also simulated in a work scenario, where Barclay can share his problems and have her counsel him with a special brand of empathy and 'relaxation' techniques.

In another scenario, Barclay casts Counselor Troi as the serene Goddess of Empathy, who invites him to "cast off your inhibitions and embrace love, truth, joy." He obeys her with gusto.

OTHER CARDS IN THIS FILE...

1 THE HOLOGRAPHIC DOCTOR

SEE OTHER FILES...

STARFLEET PERSONNELFile 43

STAR TREK: THE

NEXT GENERATIONFile 69

STAR TREK: VOYAGERFile 71

Barclay's Holocharacters

THE FOUR MUSKETEERS

Barclay Program 15 comprises caricatures of the **U.S.S. Enterprise** senior staff in a fantasy context, with their foibles and qualities – as seen by **Lt. Barclay** – exaggerated. **Captain Jean-Luc Picard**, **Lt. Commander Data**, and **Lt. Commander Geordi La Forge** are cast as the Three Musketeers, from the novel by Alexander Dumas. Once again, they are easily vanquished by Barclay; indeed, they are breathless with admiration for his talent with a rapier. The fourth musketeer is a stunted, comedy version of **Commander Riker** whom the others refer to as “**Number One**.” These characters interact with intruders to the **holodeck**, indicating that they have been given a degree of

STARSHIP LOG: ‘Hollow Pursuits’ [TNG]



▲ **Picard and Data are cast as two of Alexander Dumas's Musketeers in another of Barclay's fantasies.**

latitude in their programming. When faced by their real-life counterparts, they show only a passing perception of the similarity – though the real Picard, Data, Geordi, and Riker find plenty to comment upon.

BEVERLY AND WESLEY CRUSHER

Dr. Beverly Crusher is cast as a mother figure in **Barclay Program 15**, swinging peacefully on a rope while dispensing gentle parental advice. Barclay sometimes goes to sleep with his head in her lap. Crusher's son, **Wesley**, is an annoying, slovenly brat who stuffs his face with pies – an indication of how Barclay sees the irksome acting ensign.



STARSHIP LOG: ‘Hollow Pursuits’ [TNG]



▲ **Barclay depicts Wesley's mother in a more pleasant light. Beverly offers advice.**

▲ **Reg casts Wesley Crusher as a greedy, spoiled brat – a very unsympathetic portrayal.**

ALBERT EINSTEIN

In 2367, **Barclay** uses the **holodeck** for a more legitimate purpose after he is transformed into a genius by a **Cytherian Probe**. Reg creates a holographic version of Albert Einstein so that he can compare mathematical notes with the genius. The two men spend the entire night arguing theories, discussing the incorporation of quantum principle into general relativity, adjusting the cosmological constant, and talking in terms

STARSHIP LOG: ‘The Nth Degree’ [TNG]



▲ **The holographic Einstein matches wits with a Cytherian-altered Barclay.**

of 26 dimensions rather than 10. The holodeck Einstein program is apparently a standard version, but Reg converses fluently with it in his altered state.

U.S.S. VOYAGER NCC-74656 Crew

Barclay's problems with **holoadiction** resurface in 2376. He is part of a team of **Starfleet** engineers who are trying to find a way of communicating with the **U.S.S. Voyager NCC-74656**, which is stranded in the **Delta Quadrant**, and to aid him in his work he creates a holographic **Voyager** and its crew. As on the **U.S.S. Enterprise**, he takes his friendship with the holograms too far, using them as an escape from his awkward

shyness. Eventually, however, his efforts do help **Starfleet** to make contact with **Voyager**.



▲ **In the VOYAGER program, Reg is a popular addition to the crew of the lost vessel.**

STARSHIP LOG: ‘Pathfinder’ [VOY]

BARCLAY IN A HOLOGRAM

Holo Reg

A holographic version of Barclay – ironically not created by the engineer himself – appears in 2371. The **U.S.S. Voyager NCC-74656's** EMH becomes trapped in the ship's holodeck by a burst of kinoplastic radiation, and is almost convinced by the holographic Barclay that he is a real person, **Dr. Zimmerman**, while the ship and his memories of the last year are fake. Barclay insists that ‘**Zimmerman**’ has become trapped in his own simulation and is suffering from **HTDS** – **Holo-Transference Dementia Syndrome**. Barclay's character and manner are accurate to the original, although he appears to have gained some hair.



▲ **The holographic scenario experienced by the EMH suggests that Reg Barclay played an important part in his development.**

▶ **The holographic Reg Barclay is very similar to the real engineer, displaying many of his mannerisms.**



24th-Century Racquet Sports

Tennis and racquetball may look different in the 24th century, but apart from slight alterations to clothing and equipment, little has actually changed since the earliest days of these popular sports.

By the early 24th century, tennis and racquetball are considered to be traditional human sporting activities. Unlike more contemporary games – such as **parries squares**, **hoverball**, **loft circle**, and **hurdle leap** – tennis and racquetball have survived, virtually unchanged, for centuries.

Tennis was invented on Earth in the 15th century. It was originally played on a grass lawn with wooden racquets and hard, hand-made balls. When young **Kathryn Janeway** learned how to play the game, the agricultural park where she lived with her traditionalist parents had actual outdoor tennis courts, something of a rarity in a technologically advanced society. Janeway became proficient enough to captain a tennis team, and regularly played the sport during her high school years.

Traditional methods

24th-century tennis still boasts many of its original, simple attributes – a waist-high net, thick lines marking the court boundaries, racquets, and balls. The instructions given by young Janeway's instructor, **Coach Cameron**, echo centuries of play: "turn your shoulder, now uncoil; sleeve to the mouth; lengthen your follow-through; racquet face steady; level your back swing; keep your eye on the ball," and so on.

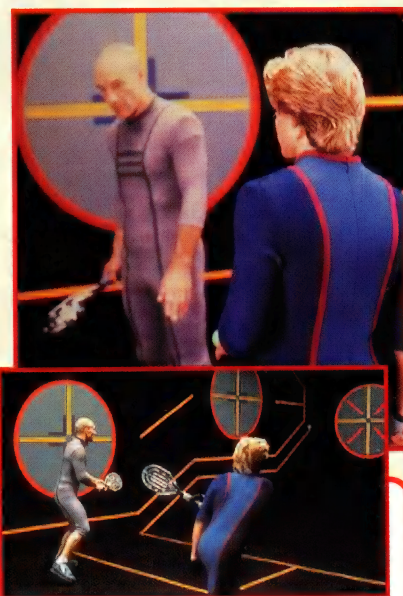
As a child, Janeway played in singles and doubles tennis matches, competing in the age-old game of hitting the ball over the net, and volleying back and forth to achieve a winning score. Janeway played other teams in organized competitions at the Academy Institute in her home state. There were immaculately groomed outdoor tennis courts here as well, a luxury often denied to spacefaring fans of the game, who make do with a **holodeck**.

Racquetball, like tennis, has not

changed much from its original form. Invented on Earth in the early 20th century, the game is still played on an indoor court where players use shorter racquets to hit balls off the walls and ceiling, as well as the floor. On a starship, however, the term 'indoors' takes on a whole new meaning.

▶ In the 24th century, sportswear for racquetball consists of skintight body suits, sometimes cut off at the knee.

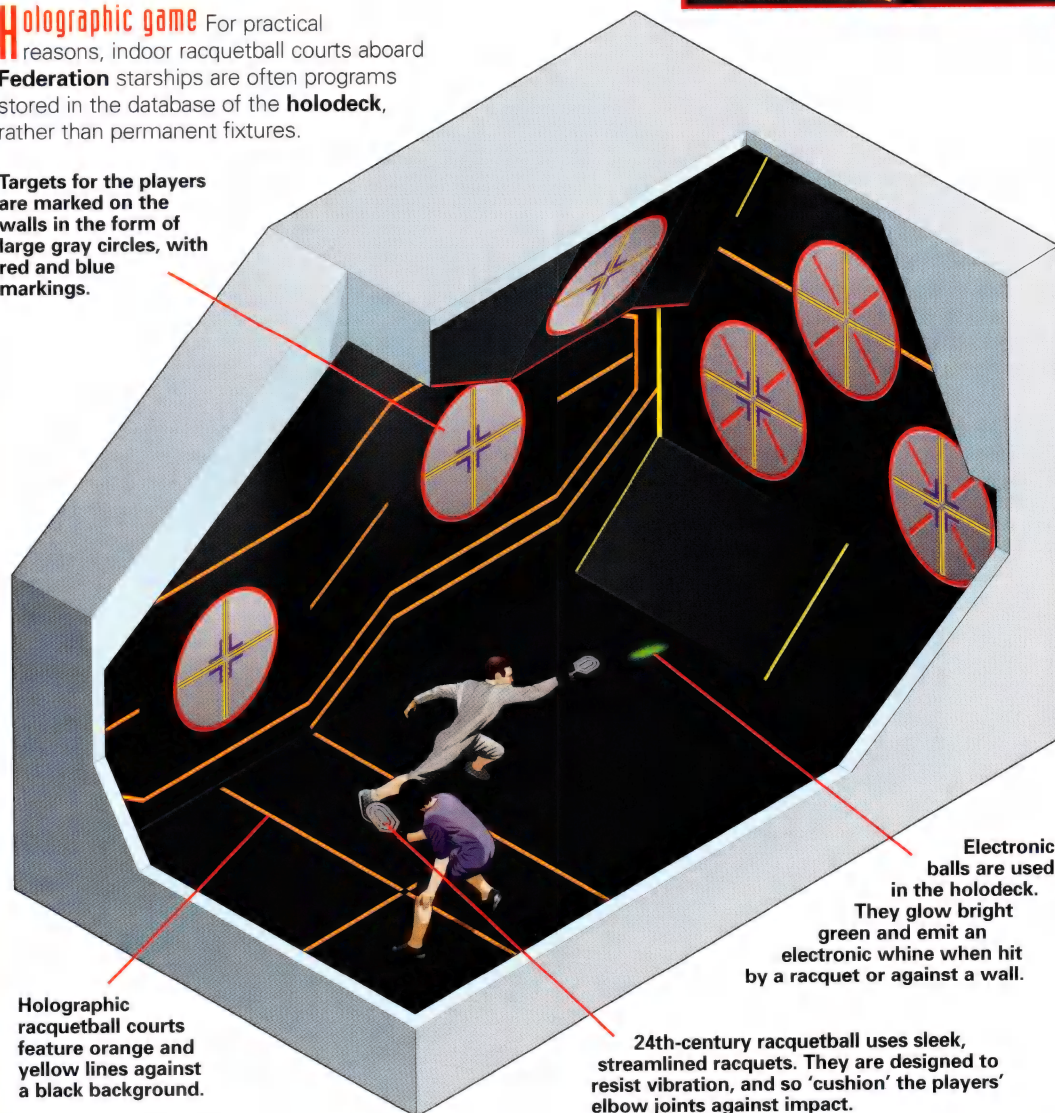
▶ Racquetball continues to be a popular game centuries after it was first invented. It is a dynamic and competitive sport which can easily be adapted for the holodeck.



STARSHIP RACQUETBALL

Holographic game For practical reasons, indoor racquetball courts aboard **Federation** starships are often programs stored in the database of the **holodeck**, rather than permanent fixtures.

Targets for the players are marked on the walls in the form of large gray circles, with red and blue markings.



Electronic balls are used in the holodeck. They glow bright green and emit an electronic whine when hit by a racquet or against a wall.

Holographic racquetball courts feature orange and yellow lines against a black background.

24th-century racquetball uses sleek, streamlined racquets. They are designed to resist vibration, and so 'cushion' the players' elbow joints against impact.

24th-Century Racquet Sports

In 2367, **Captain Jean-Luc Picard** of the *U.S.S. Enterprise NCC-1701-D* introduces **Jeremiah Rossa**, an adolescent human boy raised by **Talarians**, to racquetball. The starship's indoor court is actually a holographic projection; the game is played with streamlined racquets and electronic balls that glow from within, creating a distinct electronic sound when they hit a wall, the floor, or a racquet.

Risk of the game

Sporting injuries remain a problem in the 24th century, although medical advances increase the chances of cure and prevention. In 2369, *Enterprise* bartender **Guinan** tells **Dr. Beverly Crusher** that she has contracted tennis elbow after losing a match in straight sets. Tennis elbow is slang for radio-humeral bursitis, where

the muscles attached to the epicondyle of the humerus in the humanoid forearm become inflamed during play. 24th century technology makes curing this complaint relatively simple, while state-of-the-art racquets, specially cushioned to absorb vibration, help to lessen the chances of a player suffering the affliction.

In 2370, **Chief Miles O'Brien** takes advantage of the greater space on station *Deep Space Nine* to actually build an 'old style' racquetball court, with neon red symbols on the walls set against a black surface. The racquets used are actually closer to small paddles, and the balls are real rather than holographic.

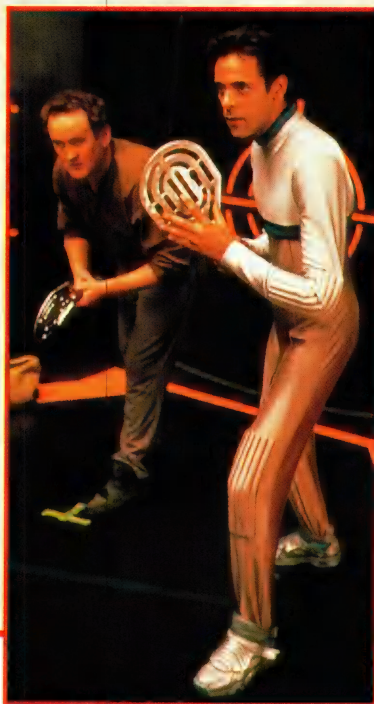
Apparently, tennis balls have not been entirely replaced by holograms either. In 2371, when **Dr. Julian Bashir** is suffering from a **Lethean** telepathic attack, he imagines himself playing

tennis on *Deep Space Nine's* Promenade. Bashir also thinks he has found, behind a wall panel, tennis balls similar to the fuzzy yellow ones used in the latter half of Earth's 20th century. It is not known if these balls are still in current usage, or whether Bashir remembers them from his youth.

Professional sport

A fan of the game, Bashir was captain of the tennis team at **Starfleet Medical School**. He led them to victory in the sector championships during his last year at the school – an event which gives some indication of the game's enduring appeal. Bashir actually considered a career as a full-time tennis player before turning to medicine, which also suggests that the sport is still popular enough with sporting enthusiasts to support a professional class.

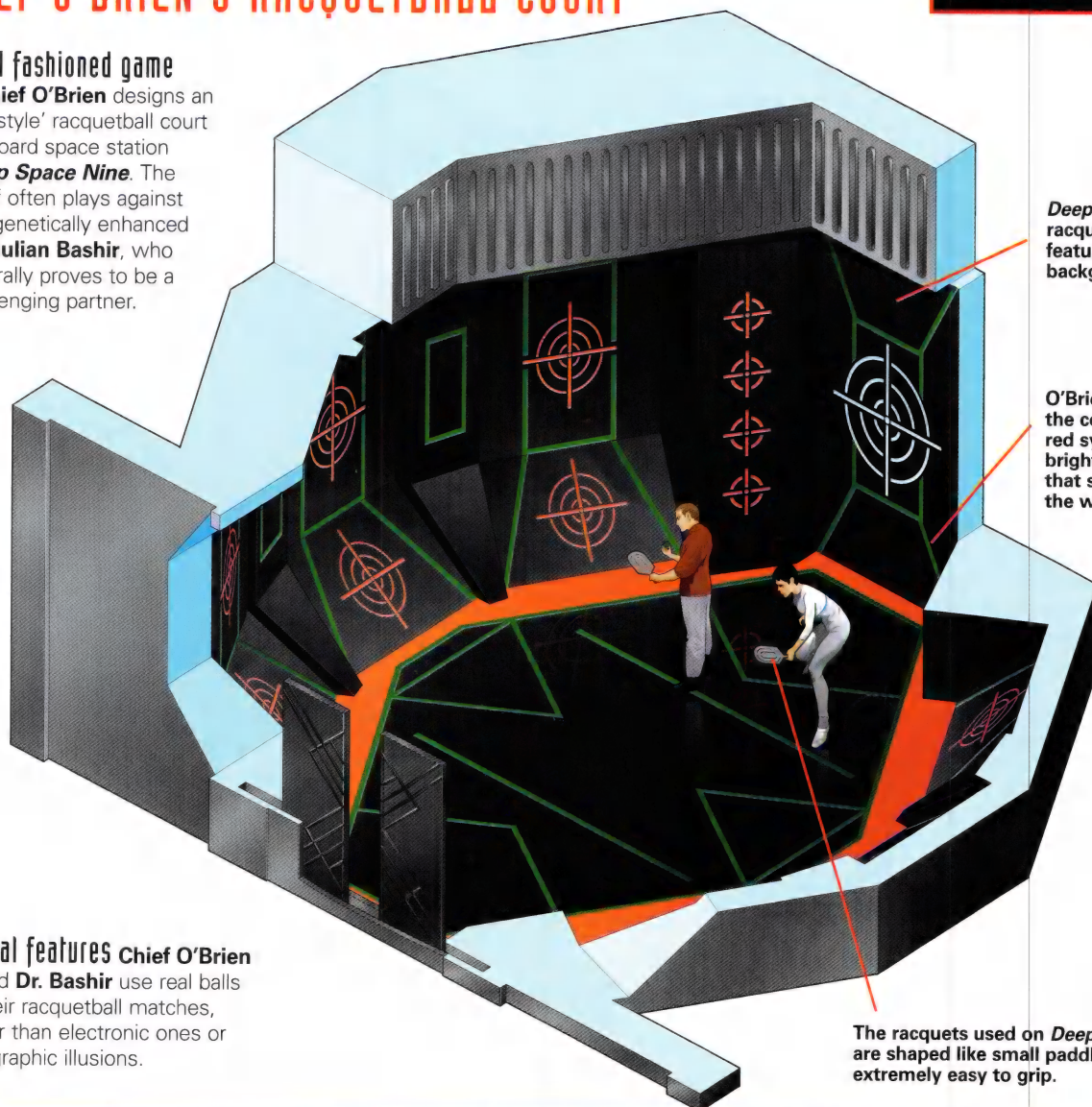
▼ **Chief O'Brien** takes his regular racquetball matches with **Dr. Bashir** very seriously indeed.



CHIEF O'BRIEN'S RACQUETBALL COURT

1 Old fashioned game

Chief O'Brien designs an 'old style' racquetball court on board space station *Deep Space Nine*. The chief often plays against the genetically enhanced **Dr. Julian Bashir**, who naturally proves to be a challenging partner.



Deep Space Nine's racquetball court also features a dark black background color.

O'Brien marks out the court with neon red symbols and bright green lines that spread across the walls and floor.

2 **Real features** **Chief O'Brien** and **Dr. Bashir** use real balls in their racquetball matches, rather than electronic ones or holographic illusions.

The racquets used on *Deep Space Nine* are shaped like small paddles, and are extremely easy to grip.



'Attached'

Brain stem implants fitted to **Captain Jean-Luc Picard** and **Dr. Beverly Crusher** allow them to read one another's thoughts, laying bare intimate secrets the captain has been careful to keep from his friend for two decades.

Dr. **Beverly Crusher** and **Captain Jean-Luc Picard** prepare to meet with **Ambassador Mauric** of the **Kes**, one of two warring factions on **Kesprytt III**, but during transport they are abducted by the opposing **Prytt**. The two **Starfleet** officers awake to find themselves in a **Prytt** prison cell, charged with conspiring to form a military alliance with the Kes. Implants connected to their brain stems will force them to reveal the truth about their plot.

The senior officers of the **U.S.S. Enterprise NCC-1701-D** meet with **Mauric** to discuss the abduction. The ambassador suggests using force to rescue the hostages, but **Commander Riker** prefers to try diplomatic channels first. **Picard** and **Crusher** have already escaped, however; **Mauric** informs **Riker** that an operative was able to get a **tricorder** to them, containing a map and a rendezvous point. They should reach the Kes border in a couple of days.

Secrets revealed

Picard and **Crusher** follow the map and reach the planet's surface. They are still fitted with the brain stem implants, and soon find that these allow them to read one another's thoughts. That evening, the doctor discovers that **Picard** was once in love with her.

Picard and **Crusher** miss their rendezvous with the Kes, which leads **Mauric** to accuse the **Enterprise** of conspiring with the **Prytt**. To clear up the misunderstanding, **Riker** transports **Prytt Security Minister Lorin** to the ship, but neither side will cooperate. **Riker** informs **Lorin** that if **Picard** and **Crusher** are not returned, her xenophobic society will be overrun by **Starfleet** investigators.

Picard and **Crusher** reach the Kes border. **Crusher** is captured by a **Prytt** security force, but **Lorin** orders the team to return the doctor and **Picard** to the **Enterprise**.

Dr. Crusher and **Picard** have a dinner to celebrate their freedom, only to find out that they miss the intimacy of each other's thoughts and feelings now that the implants have been removed. **Picard** wishes to explore their feelings a little further, but **Dr. Crusher** is not ready just yet.

CAPTAIN'S LOG

STARDATE: 47304.2

"The **ENTERPRISE** has arrived at **Kesprytt III** in order to evaluate an unusual request on the part of the **Kes** for associate membership in the Federation."

ON SCREEN...



1 Kes Ambassador **Mauric** thinks that the only way to retrieve the abducted **Captain Picard** and **Dr. Crusher** is by force. He is not interested in trying to negotiate.



2 One of **Mauric's** operatives is able to get into the underground prison where **Picard** and **Crusher** are held. He gives them a **tricorder**, programmed with a map which leads them to the surface, from where they will soon be picked up by another Kes operative.



3 **Dr. Crusher** learns that **Picard** held a torch for her for 20 years, but his respect for her husband, his best friend **Jack**, prevented him from making a move.



4 **Riker** invites the Kes security minister to the **U.S.S. ENTERPRISE** to try and solve the matter diplomatically, but the Kes and **Prytt** simply argue with one another.



5 The Kes security officers are forced to release **Crusher** and **Picard**, as **Commander Riker** threatens the xenophobic society with a **Starfleet** investigation unless his colleagues are returned at once.



6 Back on the **ENTERPRISE**, **Picard** is keen to explore his feelings for **Beverly** now that she is aware of them. The doctor does not think she is ready for a relationship, and prefers that they remain just good friends.

STARSHIP FACTS



Neither the Kes nor the Prytt will be allowed to join the Federation until they can settle their differences.



'Force of Nature'

The *U.S.S. Enterprise NCC-1701-D* is sent to search for a missing Starfleet medical vessel, only to find that the ship has been sabotaged by alien scientists who are prepared to go to any lengths to prove their radical theories to the Federation.

CAPTAIN'S LOG

STARDATE: 47310.2

"We are investigating the disappearance of the MEDICAL TRANSPORT FLEMING somewhere in the Hekaros Corridor. Our search is complicated by the unique properties of this particular region of space."

The *U.S.S. Enterprise NCC-1701-D* is attacked by a disabled *Ferengi Marauder* while searching for the missing *U.S.S. Fleming NCC-20316*. The Starfleet vessel easily disables the *Ferengi* ship's weapons, and a comm link is established with its commander, **DaiMon Prak**. Captain **Picard** learns that the *Ferengi* detected what appeared to be a **Federation signal buoy** but, when approached, it emitted a massive **verteron pulse** that disabled their ship.

Picard agrees to help Prak with repairs in exchange for help in finding the *Fleming*. Information from the *Ferengi* sensor logs allows the *Enterprise* to trace the *Fleming's* most likely course. This leads to a debris field, where the *Enterprise* finds a small object that, on closer inspection, emits a verteron pulse. The burst leaves all of the *Enterprise's* **subspace** systems inoperative.

Desperate measures

Two **Hekarans**, **Rabal** and **Serova**, beam over to the disabled *Enterprise*. The siblings claim that high speed warp fields are damaging this region of space; in an attempt to have their cause heard, they have been disabling ships in the hope that Starfleet will investigate. Picard agrees to review their findings, and **Data** suggests that the **Federation Science Council** will send a research vessel to conduct a more detailed investigation. Unsatisfied with this, Serova sets off to prove her theory. She sacrifices her own life, overloading her **Hekaran Vessel's** engines to cause a warp core breach that opens a terrifying spatial rift.

The *Fleming* is caught inside the rift, but the ingenuity of **Data** and **Chief Engineer Geordi La Forge** ensures that the crew are successfully evacuated, even though engaging warp engines will cause further damage. The *Enterprise* is able to surf out of the rift on a distortion wave.

Geordi and Rabal's report convinces the **Federation Council** to limit Starfleet ships to a speed of **Warp 5**. Picard and La Forge are left to reflect on the thought that, while exploring the universe, they may have been destroying the very thing they hold dear.

ON SCREEN...



1 The crew of the *U.S.S. ENTERPRISE* investigate an area of space known as the **Hekaros Corridor**. The *U.S.S. FLEMING*, a Federation ship, has recently gone missing here.



2 Captain **Picard** suspects the *FLEMING* may have been hijacked by *Ferengi* for its cargo, but the *Ferengi* **DaiMon Prak** denies the charges. He claims his ship was disabled by a mysterious **SIGNAL BUOY**.



3 The *ENTERPRISE* also falls foul of the **SIGNAL BUOY** booby trap, allowing two alien scientists to beam aboard. They have been disabling ships in the hope of catching the Federation's attention.



4 The **Hekarans** claim that emissions from ships traveling at high warp are damaging the fabric of space. **Serova** insists that such travel stops, and countermeasures be taken immediately.



5 **Serova** does not think the promise that Starfleet will investigate the matter is enough. She sacrifices her life to deliberately cause another subspace rift.



6 **Serova's** sacrifice is not in vain. Armed with this example, **Rabal** and **Geordi La Forge** are able to put together a proposal that leads to an immediate speed limit.

STARSHIP FACTS



Geordi attended Starfleet Academy with **Donald Kaplan**, who is now chief engineer of the *U.S.S. Intrepid*.

'Valiant'

Jake Sisko and Cadet Nog find themselves in the midst of a battle zone after embarking on a journey to **Ferenginar**. The two friends are rescued by the cadet crew of the **U.S.S. Valiant NCC-74210**, commanded by the ambitious, but inexperienced, **Captain Tim Watters**.

Cadet **Nog** is sent on a mission to **Ferenginar**. He is accompanied by **Jake Sisko**, who is hoping to write a story about the trip. Suddenly, their **Runabout** encounters a fleet of **Jem'Hadar Warships**, and is pursued deeper into **Dominion** territory by one of the vessels. Fortunately, the **Federation** starship **U.S.S. Valiant NCC-74210** comes to their rescue. The *Valiant* is designated as a training vessel, but has been trapped in enemy space for months; the ship's senior officers were killed in battle, but the crew of elite **Red Squad** cadets have elected to continue their mission to gather data on the new **Jem'Hadar Battleship**. **Starfleet** believes the *Valiant* was lost, as its crew have, of necessity, been maintaining radio silence since the **Dominion** war began.

The *Valiant* is commanded by **Captain Tim Watters**, who promotes Nog to chief engineer. Jake, however, doubts Watters's ability to command, especially when he discovers the captain has been ingesting stimulants for two months.

The hunt is on

Nog increases the *Valiant*'s warp capacity, enabling it to track the *Battleship*. A probe reveals a flaw in the vessel's antimatter storage system, which Watters intends to exploit in order to destroy the ship; a **photon torpedo** would prove effective, but the *Valiant* would have to be within a 300 meter range. Jake believes this is a reckless decision, but the crew stays loyal to Watters.

The *Valiant* launches its attack on the *Jem'Hadar Battleship*, firing the torpedo and engulfing the battleship in flames. The crew's jubilation is short lived, however, when the viewscreens reveal the fire disappearing and the *Jem'Hadar Battleship* still intact. The *Jem'Hadar* return fire and, due to their proximity, rapidly decimate the *Valiant*, killing almost the entire crew, including Watters. Only the escape pod carrying Jake, Nog, and **Chief Dorian Collins** reaches safety, from where they signal the **U.S.S. Defiant NX-74205** to come to their rescue.

STARSHIP FACTS

A Jake Sisko is held responsible for making Chief Dorian Collins feel homesick. He is later put in the brig for speaking against Captain Watters.

'VALIANT'

"The Federation send the only Ferengi in Starfleet to personally deliver a diplomatic message to the grand nagus? Something big is up."

— Jake Sisko

ON SCREEN...



1 An argument threatens to escalate between Jake and Nog when the cadet learns that his reporter friend hopes to write a story about their trip to Ferenginar.



2 The RUNABOUT encounters a fleet of JEM'HADAR WARSHIPS, but Jake and Nog are beamed aboard the U.S.S. VALIANT just before their vessel is destroyed.



3 Captain Tim Watters commands the U.S.S. VALIANT. This youthful and charismatic young officer holds the complete trust of his cadet crew.



4 Nog refuses to listen to Jake's concerns about Captain Watters's decision to attack the JEM'HADAR. Like the rest of the VALIANT crew, he is loyal to his commander.



5 The VALIANT crew launch a daring attack on the JEM'HADAR BATTLESHIP, but it is in vain. The BATTLESHIP emerges from the explosion completely unscathed.



6 On board the U.S.S. DEFIANT, Chief Collins states that the VALIANT crew failed to meet Watters's expectations. Nog disagrees – Watters was a bad captain.



'Profit and Lace'

'PROFIT AND LACE'

"I've told you not to mention Moogie when we're working."

— Quark to Nog

Deep Space Nine's chauvinist Ferengi bartender is forced to step into his mother's shoes, so that he can help restore Grand Nagus Zek to power. Quark is surgically altered to appear as a Ferengi female in order to defend Zek's new reforms concerning women's rights.

Quark commends **dabo girl Aluura** on her capacity to be nice to everyone, but it is a sleazy ploy to encourage her to study **oo-mox** — Ferengi sexual techniques. He is interrupted by **Rom**, who is concerned at his continuing inability to contact **Ferenginar**. There has been no response from their homeworld for some time, so Rom is relieved when his mother, **Ishka**, arrives on *Deep Space Nine* with **Grand Nagus Zek**.

At Ishka's urging, Zek has passed an addition to the **Ferengi Bill of Opportunities** allowing Ferengi women to wear clothes in public, in effect permitting them to work. The resulting financial chaos has shut down the entire communications grid, enabling **Ferengi Liquidator Brunt** to depose his old enemy Zek as grand nagus.

Three days remain until Brunt's position is confirmed by the **Ferengi Commerce Authority**. Zek invites the FCA commissioners to meet Ishka, convinced that once they hear her ideas he will be restored as grand nagus. Unfortunately, the only commissioner who agrees to come to a meeting is the influential, but reactionary, **Nilva**.

Family squabble

Quark blames his **'Moogie'** for undermining Zek's authority and instigating the chaos on Ferenginar. During a heated argument, Ishka collapses. She will make a full recovery, but not in time to impress Nilva with her business acumen. A guilt-ridden Quark agrees to pose as a female to meet Nilva in his mother's place.

The masquerade works far better than anticipated. Nilva not only admires Quark's financial know how, but also does nothing to hide his attraction toward **'Lumba.'**

With Nilva's support assured, Zek anticipates resuming his duties as grand nagus, although he concedes that Brunt will fight him at every turn. Besides restoring Zek's position and making peace with his mother, Quark also admits that he has learned a valuable lesson about imposing male desire on unwilling females.

ON SCREEN...



1 Grand Nagus Zek and Ishka arrive on *DEEP SPACE NINE*. They have fled to the space station following the nagus's radical reforms on Ferenginar.



2 Ferengi Liquidator Brunt also arrives on *DEEP SPACE NINE*. He hopes to be the new grand nagus, and gloats to Quark that he will make the bartender a pauper.



3 Loyal only to the Ferengi principles of greed and profit, Quark has a heated argument with his mother concerning Zek's reforms, during which Ishka collapses.



4 Quark agrees to take his mother's place in the meeting with Nilva. His family help him to learn how to walk and talk like a Ferengi female.



5 Nilva's ardor toward the 'feminine' Quark is not dampened when Brunt reveals the deception. Nilva simply refuses to believe him.



6 The meeting with Nilva is a success, and Zek looks forward to returning to Ferenginar. With his authority fully reinstated, he can continue his reforms.

STARSHIP FACTS



Quark's reformed attitude toward females is short lived — he readily accepts dabo girl Aluura's offer of oo-mox.



T continued

tal-shaya

A humane technique practiced by **Vulcan** executioners who want to produce an instant death. When **Ambassador Gav** was murdered on the **U.S.S. Enterprise NCC-1701** in 2267, **Spock** noted that the method very much resembled tal-shaya. (*Starship Log: 'Journey to Babel' [TOS]*) **SEE FILES 8, 68**

Talak'talan, Third

This **Jem'Hadar** warrior was the first of his species to interact with **Alpha Quadrant** beings. Talak'talan led the soldiers who captured **Commander Benjamin Sisko** and **Quark**, and expressed disappointment that the encounter did not include a **Klingon**. (*Starship Log: 'The Jem'Hadar' [DS9]*) **SEE FILES 16, 70**

Talar

This village scientist and physician, who lived on the planet **Barkon IV**, tried to apply preindustrialized tools and thinking to 24th-century technologies. Talar worked with **Data** after the android suffered from temporary memory loss in 2370. (*Starship Log: 'Thine Own Self' [TNG]*) **SEE FILES 18, 69**

Talarians

This aggressive, male-dominated society was involved in a number of skirmishes with the **Federation** in the mid-24th century. Talarians were responsible for destroying a Federation colony on **Galen IV** in 2356, claiming that it violated their territorial boundaries. Following the attack, a human child named **Jeremiah Rossa** was claimed by Talarian officer **Endar** as his own, and renamed **Jono**. A Talarian tactic during the **Galen border conflicts** involved a seemingly disabled **Talarian Observation Vessel** luring Federation ships closer by broadcasting a general distress call, then detonating; this resulted in 219 fatalities over a period of three days. In 2367, the **U.S.S. Enterprise NCC-1701-D** rescued Jono from a genuinely disabled **Observation Vessel**. The **Talarian Warship Q'Maire** soon arrived to retrieve the boy. (*Starship Log: 'Heart of Glory' [TNG]; 'Improbable Cause' [DS9]*) **SEE FILES 18, 44, 69, 70**



▲ **Endar was accused of abusing his adopted human son Jeremiah Rossa, but Jono's injuries were caused by sporting accidents.**

Talarian hook spider

These unusually large arachnids often have legs up to half a meter long. A colony of Talarian hook spiders found suitable lodgings in a **Jefferies tube** on the starbase at **Zayra IV**. **Miles O'Brien** had to confront his fear of spiders when he needed to enter the Jefferies tube in order to reroute an **emitter array**. (*Starship Log: 'Realm of Fear' [TNG]*) **SEE FILES 18, 43, 69**

Talavians

An **Alpha Quadrant** species who are usually referred to in relation to commerce, transporting freight, and smuggling. A **Romulan** spy posed as a Talavian smuggler to operate freely near **Bajor**, in 2367. (*Starship Log: 'Things Past' [DS9]*) **SEE FILE 70**



▲ **The Tellarite Ambassador Gav was murdered aboard the U.S.S. ENTERPRISE NCC-1701 en route to the Babel conference. He was subjected to the Vulcan execution technique of tal-shaya, then hidden in one of the ship's Jefferies tubes.**

Talax

A **Class-M** planet located in a trinary star system in the **Delta Quadrant**. Talax has one moon, **Rinax**, which was decimated by the **Metreon Cascade**, a devastating weapon deployed by the **Haakonian Order** during a war with the **Talaxians** in the mid-24th century. Talaxians are a family-oriented, talkative, and generous people with a rich culture. By 2371, the Talaxians had warp-level technology, and had colonized some local planets. They also built a fleet of **Talaxian Fighters** that engaged the **Haakonian Order**, the **Borg**, and **Kazon** forces – sometimes in defense of the **U.S.S. Voyager NCC-74656**. **Neelix**, a Talaxian trader, joined *Voyager's* crew in 2371. (*Starship Log: 'Caretaker' [VOY]*) **SEE FILES 18, 40, 43, 71**

Talax-ilzay

In the 'Old Tongue' of the planet **Talax**, this was the name that **Talaxians** used for themselves. The **Vaadwaur Gedrin** recognized **Neelix** as a Talax-ilzay. (*Starship Log: 'Dragon's Teeth' [VOY]*) **SEE FILES 18, 71**

Talbot, St. John

This human male was the **Federation's** diplomatic representative in **Paradise City** on **Nimbus III**, the so-called **Planet of Galactic Peace**. The renegade **Vulcan Sybok** captured Talbot in 2287, along with his **Klingon** and **Romulan** colleagues, resulting in the **U.S.S. Enterprise NCC-1701-A** being dispatched to rescue them. (*Starship Log: 'Star Trek V: The Final Frontier'*) **SEE FILES 4, 76**

talchok

This pesky, rodent-like animal was indigenous to the **Talaxian** moon **Rinax**, and was quick to use its razor-like claws and teeth. Talchok musk was used to manufacture a scent worn by Talaxian men. (*Starship Log: 'Jetrel' [VOY]*) **SEE FILE 71**

Taleen

This **Nyrian** female provided **Captain Janeway** and her crew with a terse lesson about how to live as Nyrian captives in 2373, after they were forcibly removed from the **U.S.S. Voyager NCC-74656**. Taleen did not care for Janeway's lack of appreciation. (*Starship Log: 'Displaced' [VOY]*) **SEE FILE 71**

talgonite

Ceramic material used for construction. A composition analysis of the **Kataan probe** revealed the presence of talgonite. (*Starship Log: 'The Inner Light' [TNG]*) **SEE FILES 42, 69**

tal-shaya

Talak'talan, Third

Talar

Talarians

Talarian hook spider

Talavians

Talax

Talax-ilzay

Talbot, St. John

talchok

Taleen

talgonite

Tallera

Talli

Tallonian crystals

Talmadge, Captain

Talmouth, Dunes of

Talnot's Prophecy of the Final Days

Talos IV

Talpet, Deputy

talsa root soup

Taluno, Kai

Talura

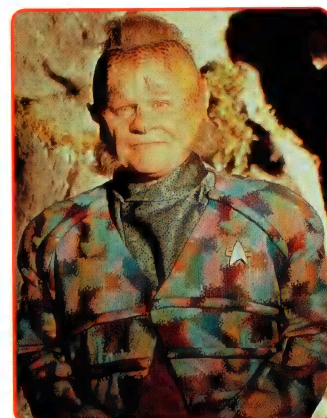
Talvath

Tamal

Tamar [1]

Tamar [2]

Tamarian frost



▲ **Neelix is the only Talaxian aboard the U.S.S. VOYAGER NCC-74656. Like many of his kind, he is a kind, generous individual, who likes to please others.**




▲ **St. John Talbot, along with his Klingon and Romulan counterparts, soon succumbed to Sybok's will.**

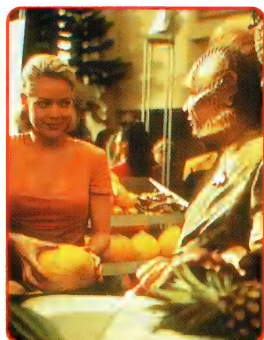




Tallera This **Vulcan isolationist movement** activist used mercenary **Arctus Baran** to acquire the **Stone of Gol** in 2370. Tallera was handed over to the custody of Vulcan **Security Minister Satok**, after her plot was uncovered by members of the **U.S.S. Enterprise NCC-1701-D**'s crew. (*Starship Log*: 'Gambit', Parts I and II [TNG]) **SEE FILES 8, 69**

Talli A young woman who vended foodstuffs on the **Mari** homeworld in the **Delta Quadrant**. Talli flirted with **Neelix** in 2374, shortly before she was killed in a random act of violence which was initially blamed on the thoughts of **U.S.S. Voyager NCC-74656** crew members. (*Starship Log*: 'Random Thoughts' [VOY]) **SEE FILE 71**

 **Neelix purchased produce from Talli's market stall to replenish the food stores of the U.S.S. VOYAGER NCC-74656, just before her untimely death.**




Tallonian crystals An illicit item trafficked by **Markalian** smugglers, who were able to sneak the crystals off the Tallonian homeworld. A microscanner was needed to verify the purity of the crystals. (*Starship Log*: 'Hippocratic Oath' [DS9]) **SEE FILE 70**

Talmadge, Captain This individual was the commander of a transport vessel. On the way to planet **Rekag-Seronia**, in 2369, Talmadge's vessel, **Dorian**, was engaged by fighters desperate to prevent Talmadge from delivering his passenger, **Ambassador Ves Alkar**. (*Starship Log*: 'Man of the People' [TNG]) **SEE FILE 69**

Talmouth, Dunes of **Neelix** had a fond memory of traveling to this picturesque **Talaxian** travel destination with his beloved sister, **Alixia**. (*Starship Log*: 'Mortal Coil' [VOY]) **SEE FILES 43, 71**

Talnot's Prophecy of the Final Days This book in the **Bajoran Ancient Texts** included a prediction which involved the land being poisoned by evil. When **Kai Winn** heard of **Anjohl Tennan's** crop blight story, she believed that Talnot's prophecy had been fulfilled. (*Starship Log*: 'Till Death Do Us Part' [DS9]) **SEE FILES 10, 47, 50, 70**

Talos IV This planet in the **Talos Star Group** was home to a race of humanoid natives, who were eventually forced to take their civilization underground. The Talosians developed powerful mind reading and psionic controlling abilities, and became addicted to experiencing alien memories in a compelling mental virtual reality. In 2254, **Captain Christopher Pike** and the crew of the **U.S.S. Enterprise NCC-1701** were almost forced into slavery by Talosian illusions after they responded to a distress signal from the crashed **S.S. Columbia**. Following this encounter, **Starfleet** created **General Order 7** forbidding contact with Talos IV. In 2266, after Pike suffered severe radiation injuries, the Talosians welcomed him back to their world, promising the paralyzed captain an illusion of vigor during his remaining days. (*Starship Log*: 'The Cage' [TOS]) **SEE FILES 18, 43, 68**

 **The Talosians were diminutive in stature, but had large craniums. They could create unbelievably realistic scenarios through pure thought alone.**




Talpet, Deputy This individual formed part of **Odo's** security team on **Deep Space Nine** in 2375. Talpet called **Dr. Bashir** for assistance when the **Cardassian** tailor **Garak** attempted a suicide leap from Airlock 7 during a panic attack. (*Starship Log*: 'Afterimage' [DS9]) **SEE FILE 70**

talsa root soup This warm broth was prepared by common folk such as **Caylem**, on a **Delta Quadrant** planet controlled by the **Mokra Order**. Caylem served this soup to **Captain Janeway**, after mistaking her for his long-dead daughter, **Ralkana**. (*Starship Log*: 'Resistance' [VOY]) **SEE FILES 58, 71**

Taluno, Kai This 22nd-century **Bajoran** holy man described how his ship was almost swallowed by the heavens near the **Denorios Belt**, in one of the first sightings of the **Bajoran wormhole**. Taluno's story, plus other sightings, helped **Benjamin Sisko** and **Jadzia Dax** locate the wormhole, in 2369. (*Starship Log*: 'Emissary' [DS9]) **SEE FILES 5, 10, 70**

Talura This desirable female humanoid escorted the weapons dealer **Hagath** to **Deep Space Nine** in 2373. Hagath tended to his business, while Talura occupied herself by spending his **latinum** on the **Promenade**. (*Starship Log*: 'Business As Usual' [DS9]) **SEE FILES 58, 70**

Talvath This small **Romulan Astrophysical Academy** vessel was, captained by **Dr. Telek R'Mor** in 2351. The **Talvath** was in **Sector 1385** of the **Alpha Quadrant**, on a deep space cataloging mission, when it received a communication from the **U.S.S. Voyager NCC-74656** in the **Delta Quadrant** through a **micro-wormhole**. (*Starship Log*: 'Eye of the Needle' [VOY]) **SEE FILES 5, 49, 71**

 **In 2351, Dr. R'Mor captained the TALVATH, a Romulan Astrophysical Academy vessel.**



Tamal A **Maquis** terrorist who was involved in the theft of the **U.S.S. Defiant NX-74205** from **Deep Space Nine** in 2371, along with **Kalita** and **Thomas Riker**. Tamal oversaw the ship's tactical systems, including the **cloaking device**, as he and his colleagues took the **Defiant** in order to investigate a suspected **Cardassian** military buildup in the **Orias system**. (*Starship Log*: 'Defiant' [DS9]) **SEE FILE 70**

Tamar [1] This elderly citizen of the planet **Beta III** lived with **Reger**, **Tula**, and **Hacorn**. Tamar's participation in a weak resistance movement against **Landru's** rule ended in 2267, when he was executed for mocking the **Lawgivers**. (*Starship Log*: 'Return of the Archons' [TOS]) **SEE FILES 18, 68**

Tamar [2] A man born with the fatal **Teplan blight**. When his time came, Tamar drank poison, surrounded by friends and family, to avoid a painful death. One of Tamar's friends was **Ekorla**. (*Starship Log*: 'The Quickening' [DS9]) **SEE FILE 70**

Tamarian frost This refreshing, sugary, nonalcoholic drink was served in the **Ten-Forward** lounge aboard the **U.S.S. Enterprise NCC-1701-D**. (*Starship Log*: 'Hero Worship' [TNG]) **SEE FILE 69**



T continued

Tamarians

A race of spacefaring beings, also known as the **Children of Tama**, who converse in a complex series of metaphorical phrases. **First contact** between the **Federation** and the Tamarians occurred in 2268, but 100 years passed before **Captain Jean-Luc Picard** of the **U.S.S. Enterprise NCC-1701-D** could establish a comprehensible dialogue with Tamarian **Captain Dathon**. (*Starship Log: 'Darmok'* [TNG]) **SEE FILES 18, 58, 69**

Tambor Beta VI

This white dwarf star in the **Cordannas system** was referred to as **Vertiform City** by the emergent life form on the **U.S.S. Enterprise NCC-1701-D**, because it was a source of **vertion particles**. (*Starship Log: 'Emergence'* [TNG]) **SEE FILE 69**

Tamen Sahsheer

SEE **Sahsheer**

Tammeron grain

During the **Dominion's** brief control of **Deep Space Nine** in 2374, **Damar** ordered **Major Kira Nerys** to prepare Cargo Bay 5 for an incoming freighter which was loaded with this **Cardassian** cereal crop. (*Starship Log: 'Favor the Bold'* [DS9]) **SEE FILE 70**

Tamoon

This female gladiatorial fighting instructor was owned by **Provider 1** on the planet **Triskelion**. She had trouble pronouncing **Chekov's** name, but nevertheless thought he was cute, and wanted to be more than just his **drill thrall**. (*Starship Log: 'The Gamesters of Triskelion'* [TOS]) **SEE FILES 18, 68**



Tamoon served as Pavel Chekov's drill thrall when he was made to fight in the gladiatorial bouts on planet Triskelion. She soon developed an attraction to the young officer.

Tamulna

In 2374, this **Bajoran** province was hit by a tornado which was generated by wormhole instability. **Kai Winn** believed the wormhole's erratic behavior would continue until **Captain Benjamin Sisko** returned an ancient tablet which he had taken from the lost city of **B'hala**. (*Starship Log: 'The Reckoning'* [DS9]) **SEE FILES 10, 70**

Tamura, Yeoman

An officer who served aboard the **U.S.S. Enterprise NCC-1701** in 2267. Tamura was a member of the landing party that visited **Eminiar VII**, and was expected to step into a **disintegration chamber** when she was declared a casualty of war. Tamura helped guard **Mea 3**, preventing her from reporting to the disintegration chambers. (*Starship Log: 'A Taste of Armageddon'* [TOS]) **SEE FILES 20, 68**



A dialogue between the Tamarians and the Federation was established 100 years after first contact between the two races. Unfortunately, Captain Dathon lost his life in the attempt.

Tan Ru

This alien space probe, also called 'the other,' was on a mission to collect and sterilize soil samples for its creator when it crashed into Earth's **Nomad** probe and became part of a new being. (*Starship Log: 'The Changeling'* [TOS]) **SEE FILES 42, 68**

Tanagra

SEE **'Darmok and Jalad at Tanagra'**

Tanandra Bay

This body of water on **Ajilon Prime** was also the location of a **Starfleet** base. A nearby underground hospital evacuated its patients to that facility while under attack by the **Klingons** in 2373. (*Starship Log: '... Nor the Battle to the Strong'* [DS9]) **SEE FILE 70**

Tanas, General

A high-ranking **Klingon** who commanded the **Klingon Attack Cruiser Vor'nak** in 2374. Tanas responded to **General Martok's** request for 15 replacement troops by sending him only five – four teenagers and an old man. (*Starship Log: 'Sons and Daughters'* [DS9]) **SEE FILE 70**

Tandro, Enina

This woman from **Klaestron IV** was the wife of the legendary **General Ardalon Tandro**. The general was murdered during a 2339 civil war, and Enina thereafter fulfilled her role as the widow of a great man. Enina and Ardalon had one child, a son named **Ilon**, who became a diplomat. In 2369, Ilon accused **Jadzia Dax** of killing Ardalon, based on new evidence showing that **Curzon Dax** was responsible for the general's death. During Jadzia's extradition trial, Enina revealed that she had, in fact, been conducting an affair with Curzon, thus absolving Jadzia of any involvement in Ardalon's death. (*Starship Log: 'Dax'* [DS9]) **SEE FILES 9, 43, 70**

Tandro, General Ardalon

A revered military leader from the planet **Klaestron IV** who was murdered in 2339, during a civil war on his world. News of Tandro's death inspired his troops to go on to win the war, and he was subsequently made a national hero, with statues erected in his honor. Tandro himself had attempted to betray his own people, however, and his duplicity resulted in his death at the hands of his enemies. Tandro had been good friends with **Curzon Dax**, who acted as a mediator on behalf of the **Federation** during the war. The general was unaware, however, that his wife, **Enina Tandro**, had been having an affair with Curzon Dax. (*Starship Log: 'Dax'* [DS9]) **SEE FILES 9, 43, 70**

Tamarians
Tambor Beta VI
Tamen Sahsheer
Tammeron grain
Tamoon
Tamulna
Tamura, Yeoman
Tan Ru
Tanagra
Tanandra Bay
Tanas, General
Tandro, Enina
Tandro, General Ardalon
Tandro, Ilon
Tango
Tango Sierra, Science Station
Tanis
Tanis Canyon
Tannenbaum, Ensign Rita
Tantalus field
Tantalus V
Tanuga IV
Tanzian flu
Tarahong detention center
Taranko colony
Tarbolde, Phineas
Tarchannen III



The NOMAD PROBE was created by the joining of two distinct space probes – an Earth device, and the alien TAN RU mechanism.



Enina Tandro spent 30 years honoring the memory of her husband. Only she knew that General Tandro was killed because he betrayed his own people.



Tandro, Ilon

The son of **General Ardelon Tandro** and **Enina Tandro**, Ilon was the head of the special diplomatic envoy to the planet **Klaestron IV**. In 2369, he attempted to extradite **Jadzia Dax** from **Deep Space Nine** on charges of murder. Ilon believed that the Dax symbiont's previous host, **Curzon Dax**, had been responsible for the murder of his father in 2339. He was later shocked by his mother's revelation that Dax was innocent of the crime, as Curzon had been sharing her bed at the time of the murder. (*Starship Log: 'Dax'* [DS9])

SEE FILES 9, 43, 70

Tango

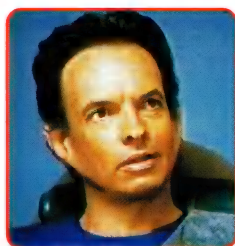
This horse belonged to the young **Christopher Pike** during his Mojave childhood on Earth in the 23rd century. The **Talosians** included Tango in an illusion of a picnic, even providing sugar cubes for Pike to treat his old friend with. (*Starship Log: 'The Cage'* [TOS])

SEE FILES 18, 43, 67

Tango Sierra, Science Station

Dr. Hester Dealt was assigned to this medical station. The **U.S.S. Enterprise NCC-1701-D** brought samples of plasma plague from **'audet IX** to the **Tango Sierra** depot in 2365. (*Starship Log: 'The Child'* [TNG])

SEE FILE 69



Tanis

The ancestors of this **Ocampan** male elected to leave their homeworld to live with **Suspiria**, the **Caretaker's** mate. Tanis believed that his longevity – he was 14 – was owed to Suspiria's nurturing. When she returned to the **subspace** domain known as **Exosia**, Suspiria took Tanis with her. (*Starship Log: 'Cold Fire'* [VOY])

SEE FILES 18, 58, 71

Tanis was particularly old by the standards of the **Ocampa**. During his time on the **U.S.S. VOYAGER NCC-74656**, he helped **Kes** develop her **psychokinetic** powers.

Tanis Canyon

This U-shaped geological formation is a notable feature in **Dahkur Province** on the planet **Bajor**. In 2371, **Shakaar Edon's** old resistance cell ambushed Bajoran soldiers by leading them into Tanis Canyon, which has no egress. (*Starship Log: 'Shakaar'* [DS9])

SEE FILES 10, 70

Tannenbaum, Ensign Rita

This **Starfleet** engineer was aboard the **U.S.S. Defiant NX-74205** in 2373 when, in an alternate timeline, the ship was marooned on the planet **Gaia**, 200 years in the past. Tannenbaum wed **Miles O'Brien** and began a family. (*Starship Log: 'Children of Time'* [DS9])

SEE FILE 70

Tantalus field

This piece of equipment was stolen from an alien laboratory by the **mirror universe** **Captain James T. Kirk**, and installed in his quarters aboard the **I.S.S. Enterprise NCC-1701**. Individuals displayed on its viewscreen could be monitored or eradicated from afar. Kirk used the Tantalus field to achieve his rank of captain by eliminating **Christopher Pike**. The mirror **Spock** was alerted to the presence of the device in the hope that he could use it to gain control of the **Terran Empire**, and ultimately lead it into a new era of peace. (*Starship Log: 'Mirror, Mirror'* [TOS])

SEE FILES 18, 68



The **Tantalus field** was concealed in **Captain Kirk's** quarters on the **I.S.S. ENTERPRISE NCC-1701**. It could vaporize enemies at the touch of a button.

Tantalus V

This planet was the location of a penal colony which was run by psychiatrists, not wardens, and where the inmates were treated as patients rather than prisoners. In 2266, **Captain Kirk** uncovered evidence of inmate abuse through the use of a device called the **neural neutralizer**. (*Starship Log: 'Dagger of the Mind'* [TOS])

SEE FILES 7, 66, 68



The **Tantalus V** penal colony was renowned for successfully treating the tortured minds of psychiatric patients.



Tanuga IV

This **Class-M** planet was home to the **Tanugan** people. The **Federation** backed a Tanugan scientist, **Dr. Nel Apgar**, to build a **Krieger-wave converter** on his orbiting laboratory. In 2366, an attempt was made on the life of **Commander William Riker** while he visited Dr. Apgar. A Tanugan official initially charged Riker with Apgar's murder, but **holodeck** recreations of witness testimony aboard the **U.S.S. Enterprise NCC-1701-D** exonerated him. (*Starship Log: 'A Matter of Perspective'* [TNG])

SEE FILES 43, 69

Tanzian flu

The symptoms of this contagious viral disease include dilated pupils, elevated respiration, and orange ear pigmentation. (*Starship Log: 'Parturition'* [VOY])

SEE FILE 71

Tarahong detention center

This prison was maintained by the **Tarahongians**. **Quark's** cousin, **Barbo**, was held in this facility after Quark turned him in for selling defective warp drives – a crime they had both committed. Barbo had been released by 2369. (*Starship Log: 'The Nagus'* [DS9])

SEE FILES 51, 70

Taranko colony

This **Federation** establishment in the **Alpha Quadrant** suffered a medical emergency in 2370. The **U.S.S. Lexington NCC-14427** and the **U.S.S. Enterprise NCC-1701-D** coordinated efforts to deliver urgently needed supplies to the colony. (*Starship Log: 'Thine Own Self'* [TNG])

SEE FILE 69

Tarbolde, Phineas

An author from the **Canopus Planet**, most famous for his love sonnet **'Nightingale Woman'**. Tarbolde was one of the people who received special creativity coaching from the life form known as **Onaya**. (*Starship Log: 'Where No Man Has Gone Before'* [TOS]; *'The Muse'* [DS9])

SEE FILES 68, 70

Tarchannen III

This planet was the location of both a **Federation** outpost and a native species that reproduced by converting other life forms into its own, via DNA implantation. Forty nine **Starfleet** personnel became aliens before the process was discovered in 2367, when **Geordi La Forge** and **Susanna Leijten** were saved from the transformation by **Dr. Beverly Crusher**. Warning markers were left in orbit of Tarchannen III by the **U.S.S. Enterprise NCC-1701-D**, in an effort to warn others of the possible threat. (*Starship Log: 'Identity Crisis'* [TNG])

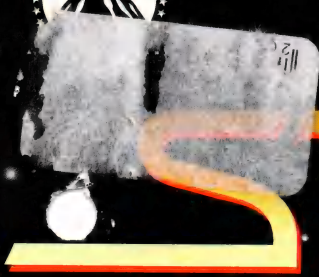


The **Federation** outpost on **Tarchannen III** was found abandoned, after the DNA of its inhabitants mutated, changing them into the planet's native life form.





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CONTENTS: PART 170

The Guide to the STAR TREK Galaxy

CETI EELS

THE FEDERATION: Formation and History

The ORION SYNDICATE

FEDERATION STARFLEET

U.S.S. VOYAGER NCC-74656: Key Location Cutaway

Non-FEDERATION Starships

TALAXIAN FIGHTER

Personnel Files

JADZIA DAX: Science Officer

QUARK and the FEDERATION

ARDRA

Equipment & Technology

INTERFACE PROBE

Starship Log

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OTHER GROUPS
AND RACES

The Guide to the STAR TREK Galaxy

FILE 18

CARD 109

CETI EELS



OTHER GROUPS
AND RACES

The savage parasitic life forms known as Ceti eels are spawned in a hellish environment, and cause madness and death for most humanoids unfortunate enough to encounter them.

An environmental cataclysm of unprecedented proportions occurs in the year 2267, when the sixth planet in the **Ceti Alpha system** explodes. The disaster causes the fifth planet in the system to hurtle outward, until it eventually occupies an orbit similar to that of the missing sixth planet. The hideous stresses of the gravimetric shockwave, and the geological and meteorological upheavals that follow, strip the planet of all its indigenous life forms, save one particularly resilient creature.

Originally, **Ceti Alpha V** was a borderline **Class-M** planet, inhospitable but

challenging. It came to be inhabited by a small human population of dissidents and revolutionaries who were deliberately marooned there to keep them away from **Federation** affairs. After the cataclysm, Ceti Alpha V is reduced to a sand-scoured rock; high velocity winds make the air choking and unbreathable, leaving only a limited atmosphere dominated by **craylon** gas.

Against all the odds

Some of the colonists manage to survive, but the greatest hazard to their continuing existence proves not to be the unrelenting hostility of the environment, but the one other surviving species on the planet: the **Ceti eel**.

Ceti eels are legless, sand-dwelling invertebrates; their adult form is approximately 20 centimeters long. The eel appellation is somewhat misleading, as they more closely resemble a nightmarish form of the Earth wood louse. The creatures have armored gray-blue carapaces, which are deeply ridged, and their eyes resemble those of Terran amphibians, with small rectangular pupils and a gray-green iris that is sensitive to changes in light intensity. At the front of the eel's body are two vicious pincers, which the creature primarily uses for defensive purposes. These pincers are quite capable of severing the finger of an unwary



▲ *A Ceti eel larva finds its way into Captain Clark Terrell's ear canal after being dropped into his helmet by Khan.*

human, and the eels' ungainly appearance is belied by their speed.

Formidable as the adults are, however, it is the young, carried deep in the crevices of

OTHER CARDS IN THIS FILE...

28 THE ZETARS

29 THE BETA XII-A ENTITY

SEE OTHER FILES...

STAR TREK:

The Original SeriesFile 68

STAR TREK II: THE

WRATH OF KHAN.....File 73

MAROOINED

First victim

In 2267, Captain James T. Kirk maroons Khan and his followers on Ceti Alpha V. The **U.S.S. Enterprise NCC-1701** historian, Lt. Marla McGivers, opts to join Khan on the planet as his wife. Months after the departure of the Federation ship, Ceti Alpha VI explodes and Ceti Alpha V becomes a dustbowl. McGivers is one of the first victims of the Ceti eels.



▲ *Khan and his 20th-century supermen attempt to take over the U.S.S. ENTERPRISE, but he is sentenced to exile on Ceti Alpha V. Marla McGivers, who has fallen in love with Khan, decides to join him.*

◀ *After the destruction of Ceti Alpha VI, Ceti Alpha V becomes a desert planet infested with Ceti eels. Khan blames Captain Kirk for the death of his wife, who did not survive this catastrophe.*



Designation Ceti Alpha V

Class Formerly M

Quadrant Alpha

Inhabitants Ceti eels & human colony

Environment Hurricane-force winds constantly whip up sandstorms across the surface. The atmosphere contains large quantities of unbreathable craylon gas.

Remarks Blasted out of its own orbit by the explosion of Ceti Alpha VI, this planet now occupies its neighboring world's former orbit. All other indigenous life was destroyed by this disaster.

Starship log STAR TREK II: THE WRATH OF KHAN

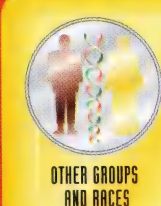
GALAXY FACTS

- ▶ Twenty of Khan's followers fall victim to the Ceti eels.
- ▶ *Regula I*'s science team hopes to use Ceti Alpha VI as the possible site of the Genesis Project. Khan later steals the Genesis Device from the laboratory.

their parents' armored skin, that are the most dangerous to humans. The larvae do resemble eels – or possibly leeches – at first glance, owing to their darker coloring and mucilaginous coating, but they prove, on closer examination, to be miniature versions of their parents. When in the vicinity of a human, these larvae emerge from their parents' shelter and enter the human body through the ear canal. Wrapping themselves around the cerebral cortex, they then interfere with cognitive functions in a complex and unique manner.

Evolutionary origins

Since the entire ecosystem of Ceti Alpha V has now been destroyed, it is impossible to determine the Ceti eel's original evolutionary niche, or for what purpose it developed the properties that now make it such a deadly and insidious tool in the hands of the unscrupulous. Its effect on the human survivors of Ceti Alpha V proves calamitous; afflicted individuals suffer periods of delusion, dementia, and eventually a protracted and



The Guide to the STAR TREK Galaxy

FILE 18 CARD 109

CETI EELS



painful death. Observers of the afflicted, however, note other symptoms during the early stages of infestation, which they swiftly learn to turn to their advantage.

A human being carrying a larval Ceti eel becomes extremely suggestible. Immediately after the creature's hold is established, the victims lose their willpower, and can find themselves utterly susceptible to the influence of a more dominant personality. It has been speculated that such a process is similar to a form of psychological 'imprinting.' This suggestibility, like a post-hypnotic command, is not alleviated by distance or time; subjects have been known to follow orders in a post-hypnotic manner even when the person whose will is imprinted upon them is not present.

Hosts of the eels are not somnambulate zombies, however. They are capable of complex interactions, and only a slight vagueness about their manner might betray their condition. They retain, to all outward appearances, their ordinary personalities, and appear to have all their previous skills and memories. This is a useful feature as their knowledge is then at the disposal of their master.

During a survey mission conducted on **Stardate 8130**, the Federation

▶ *The harsh, wind-blown deserts of the post-catastrophe Ceti Alpha V prove to be the perfect environment for only one life form: the deadly Ceti eels.*



starship **U.S.S. Reliant NCC-1864** selects Ceti Alpha VI as a possible subject for a scientific experiment that requires an utterly lifeless world. Beaming down to investigate an anomalous sensor reading, **Captain Terrell** and his first officer, **Pavel Chekov**, are captured by **Khan Noonien Singh**, leader of the planet's surviving outcasts. Khan reveals to them that the world they are on is Ceti Alpha V, blown out of its orbit and subjected to a series of disasters that decimated the colony. Khan then introduces Terrell and Chekov to one such catastrophic consequence: he inserts larval eels into their ear canals, making them subject to his will.

Marooning the **Starfleet** crew on Ceti Alpha V, Khan takes command of the *Reliant*, using Terrell and Chekov to gain access to the **Regula I Space Laboratory**. Khan begins his campaign of revenge against his old



▶ *The adult Ceti eels incubate their young in deep crevices along their ridged back. The larvae can be removed from their parents with tweezers.*

foe **James T. Kirk** by slaughtering the station personnel when they refuse to divulge their secrets. Kirk ultimately thwarts Khan's plan, but not before Terrell and Chekov pay a heavy toll.

Partial resistance

Despite the fact that Ceti eel infestation is said by Khan to inevitably lead to obedience, madness, and death, Terrell and Chekov do resist their parasites to an extent. Both men are acquiescent witnesses to the slaughter of the *Regula I* personnel, but when Terrell is ordered to kill Kirk, he manages to

turn the **phaser** on himself, sacrificing his own life. Chekov's resistance to the eels results in a seizure, during which the parasite leaves his brain. After medical treatment, Chekov is able to return to duty with no apparent ill effects.

Case study

Since the only previous recorded victims of the Ceti eels were Khan's crew of genetically modified supermen, this raises questions about the extent of the creatures' influence. Though clearly formidable, it appears that they can be partially resisted. It has yet to be determined if this discrepancy is due to Starfleet training, or the fact that Khan's domination of his people makes them more susceptible to outside control. In any event, the small victories gained by Starfleet personnel are obtained at the cost of dozens of lives; the menace posed by the Ceti eels – especially when used as a living weapon by unscrupulous individuals such as Khan – should not be underestimated.



▶ *Khan uses the Ceti eels to control Starfleet's Captain Terrell.*

ALIEN PARASITES

Human prey

Federation citizens have fallen prey to other alien parasites in addition to the Ceti eels. In 2267, the Deneva colony is invaded by neural parasites, who control the colonists through pain. Fortunately, the **U.S.S. Enterprise NCC-1701** crew find a way to destroy the parasites without killing their human hosts.

In 2366, Captain Kathryn Janeway, of the **U.S.S. Voyager NCC-74656**, encounters an entity in the Delta Quadrant which feeds on its host's neural energy at the moment of death.

▶ *A Delta Quadrant entity masquerades as Captain Janeway's father and tries to persuade her to join him in death.*



▶ *The colony on Deneva is struck down by an infestation of alien neural parasites.*



THE UNITED FEDERATION
OF PLANETS

The Guide to the STAR TREK Galaxy

FILE 7

CARD 1C



THE UNITED FEDERATION
OF PLANETS

FORMATION AND HISTORY

The United Federation of Planets was founded to protect the territories of its members in the aftermath of the Romulan war. The organization has since flourished, through cooperation with its interstellar allies.

Born out of the harsh lessons learned during the brutal Romulan war of 2160, the United Federation of Planets was ratified and officially incorporated in 2161, as a unified interstellar alliance of planets, star systems, and colonies. The signatories to the original articles of the Federation are the united planetary governments of Earth, Alpha Centauri, Tellar, Andoria, and Vulcan; together, visionary diplomats and statesmen from each of these five worlds lay the groundwork for a nation state that embraces peaceful ideals and security for all its members.

From the outset, the United Federation of Planets has acted as a

governing body that, while allowing member worlds to maintain their own sovereignty in matters of local import, ranges across the interstellar reaches of the Alpha Quadrant to protect matters of commerce and security, along with scientific and cultural interests. In short, the Federation is built on the tenets of freedom and equality, and on the rights of its people.

Dangerous neighbors

The Federation's history has not, however, been without its challenges; rival nations and interstellar powers covet the holdings and territories of the organization, from its earliest years through to the brutal invasions and conflicts of the 2370's, more than 200 years after its formation. In the latter years of the 22nd

century, the nascent Federation implemented a policy of exploration and patrol via **Starfleet**, its defensive and scientific branch, launching many **Daedalus**-class starships under those auspices. Many of these vessels will later be known as the pioneers of the Federation's expanding frontiers, while others – such as the **U.S.S. Archon NCC-189**, the **U.S.S. Essex NCC-173**, and the **U.S.S. Horizon NCC-176** – were lost as they sought out new life and new civilizations.

At the start of the 23rd century, the Federation faced its first serious challenge, from the **Klingon Empire**. **First contact** between the two powers was made in 2218, with violent and deadly consequences, sparking



Founder of interstellar exploration

Zefram Cochrane invents the warp drive engine, which makes it possible for Earth vessels to leave the confines of the Sol system and explore the Galaxy.

off a number of border skirmishes and hostilities that mirrored the 'cold war' period of Earth's mid-20th century. This on-and-off fighting continues for nearly a century, and only the intervention of a race of noncorporeal beings known as the **Organians** in 2268 prevents the fighting from

erupting into a full-scale war.

As well as the constant pressure from the Klingons, the Federation also finds itself facing probing attacks from a number of other hostile powers during the 2360's, including the Romulans, the **Gorn**, and the **Tholians**. Despite these military concerns, the Federation continues to have Starfleet maintain its mission of expansion and scientific research, as well as border defense. In fact, in the late 2290's, even the frosty relationship with the Klingon Empire starts to thaw. In 2293,

EARLY EXPLORERS

Missing starships

Some of the earliest Federation ships to venture into the unknown were lost. In 2167, the **U.S.S. Archon** disappeared after it was pulled from orbit of the planet Beta III. The crew members were forcibly absorbed into the planet's society, known as the 'Body.' The same year, the **U.S.S. Essex** was destroyed by the noncorporeal criminals of the **Ux-Mal**. Later, in 2168, the **U.S.S. Horizon** was destroyed shortly after transmitting a distress call.

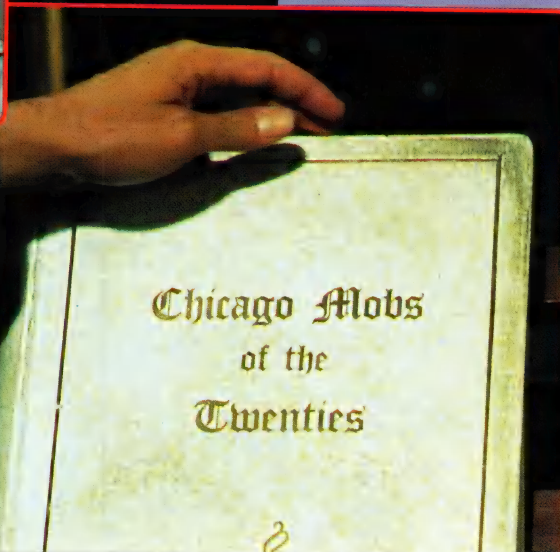


The U.S.S. HORIZON left behind an Earth book, causing cultural contamination on Sigma Iotia II.

A landing party from the U.S.S. ENTERPRISE NCC-1701 learn the fate of the U.S.S. ARCHON crew on Beta III.



In 2368, the Ux-Mal attempt to gain control of another Federation ship when they possess three crew members of the U.S.S. ENTERPRISE NCC-1701-D.





The Guide to the STAR TREK Galaxy

FILE 7

CARD 1C



THE UNITED FEDERATION
OF PLANETS

FORMATION AND HISTORY

THE UNITED FEDERATION
OF PLANETS

▼ *The Federation has a long history of conflict with the Cardassians, but the two sides sign a peace treaty in 2367.*



▼ *The Klingon-Federation alliance begins in the 2290's, with the Khitomer Accords.*



▲ *Vulcan is one of the founding members of the Federation. The crew of the T'PLANA HATH make first contact with Earth in the 21st century.*

▲ *The Organians energy beings force a cessation of hostilities between the Federation and Klingons.*

Enterprise NCC-1701-D.

Another seven years pass before the Borg resume their assimilation tactics, but the initial invasion on its headquarters leaves a lasting impression on the Federation.

Old enemies resurface

The years 2367 and 2368 also see a resumption of threats from Klingon and Romulan space, including a brief, but damaging, civil war inside the Klingon Empire, later found to be

incited by the Romulans. A troubling political problem also develops within the Federation in 2370. The signing of the Cardassian peace treaty causes a group of disaffected Federation citizens – some of them former Starfleet officers – to become freedom fighters against the Cardassian Union. These **Maquis** renegades continue to trouble the Federation for the next five years with terrorist attacks and numerous raids.

Dominion threat

These incidents precede the emergence of the most serious threat that the Federation and the entire Alpha Quadrant has ever faced. In 2372, the Klingon Empire invades Cardassia and, after being refused support by the Federation, repeals the Khitomer Accords. The Accords are later reinstated, but the Klingon invasion marks the start of the **Dominion war**, a bloody conflict against the forces of the **Founders**, a race of **Gamma Quadrant** shapeshifters, that lasts until the end of 2375.

By 2373, the Federation encompasses a zone of space approximately 8000

GALAXY FACTS

▶ *Earth is not the only Federation world to be targeted for invasion. In 2368, the Romulans attempt to invade Vulcan, via a covert attack force under the banner of reunification.*

▶ *Zefram Cochrane was born on Earth, but makes his home on Alpha Centauri. He disappears at the age of 87, and begins a new life in a Gamma Canaris region.*

light years across. Within that area are more than 150 member planets and colonies, as well as many more worlds in the process of accepting or applying for membership. Just two years later, the Federation and its fellow Alpha Quadrant nations – former enemies such as the Cardassians and the Romulans, and established allies such as the Klingons – suffer major losses at the hands of the Dominion. The question for the future is what will grow out of the aftermath of this battle – new alliances, or fragmented galactic politics? No doubt the member races of the Federation will do their utmost to achieve the former.

the signing of the **Khitomer Accords** at last ends decades of hatred.

The Federation-Klingon Alliance which results helps to bolster the Federation's strength in the 24th century. It comes at a most opportune time, because as the interstellar organization continues to expand its borders, new encounters bring new enemies. Circa 2350, through to 2370, a new enemy in the shape of the **Cardassian Union** makes itself known. The conflicts with **Cardassia** continue until the eventual ratification of a treaty; at the same time, the Federation also finds itself involved in brief, but harsh, hostilities with the Tholian Assembly. Tensions with the Romulan Star Empire, who have remained within their own borders since the **Tomed Incident** of 2311, also escalate in this period. The Romulans break out of their self-imposed isolation in 2364, and once again begin to intervene in interstellar politics.

The 2360's mark the

beginning of a tense and fraught period in the history of the United Federation of Planets, as the organization finds itself caught in conflict after conflict. Perhaps the most deadly threat to the Federation comes in 2366, when the **Borg** launch an attack on Earth. The assault is barely beaten back by the crew of the **U.S.S.**

PENETRATING THE CORE

Invading Federation headquarters

Several times in its history, the United Federation of Planets finds itself under attack, and sometimes these assaults even manage to penetrate as far as the organization's headquarters on Earth. In spite of its own planetary defenses and the formation of Starfleet, Earth has almost fallen to alien aggressors on a number of occasions or, more ironically, to enemies of its own making. In 2271, for example, Earth is threatened by a powerful sentient machine life form which is constructed around the ancient **Voyager VI** NASA space probe. Later, in 2286, Earth is threatened by the **Cetacean probe**, which causes ecological catastrophes on the planet in its attempt to contact members of a now-extinct species of Earth whale.

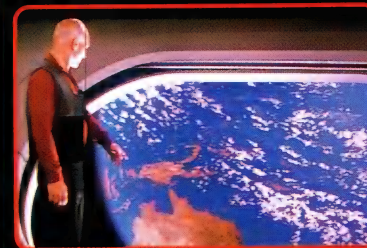
In the 24th century, new threats surface which are just as deadly. The Borg collective attempts to assimilate Earth on two occasions. In 2375, Earth is also dealt a devastating blow when the new allies of the Dominion – the Breen – succeed in attacking Starfleet headquarters and destroying San Francisco's Golden Gate bridge.



▲ *The Borg assimilate Captain Jean-Luc Picard and use his knowledge to attack Earth.*



▶ *The CETACEAN PROBE nearly destroys Earth in its attempt to communicate with whales.*



▲ *Picard and his crew protect a pre-Federation 21st-century Earth from a Borg incursion.*



OTHER GROUPS
AND RACES

The Guide to the STAR TREK Galaxy

FILE 18 CARD 110



OTHER GROUPS
AND RACES

THE ORION SYNDICATE

The Orion Syndicate is the most notorious organized crime ring of the 24th century, an interstellar and deeply covert organization that is present wherever there is money to be made. It inspires fear and loathing in its victims and its operatives alike.

When considering threats to life and liberty in the 24th century, many might think that adversaries such as the **Borg** collective or the **Gamma Quadrant's Dominion** are the most deadly. Among the menaces that imperil the races of the **Alpha Quadrant**, however, is a far more insidious and sly force, a group whose reach and greed is apparently unlimited. It is sad to note that something so ugly as organized crime still exists in the 24th century, but that is precisely what the group known only as the **Orion Syndicate** is – a network

of criminals and gangs committing misdeeds across the Alpha Quadrant, and perhaps beyond.

Secretive organization

Information on the Orion Syndicate is sketchy at best, largely due to the fact that the group protects itself and its interests with deadly force, installing loyalty in its members and fear in its victims through threat and intimidation. Groups such as **Starfleet Intelligence** and the **Idanian** security forces have tried hard to penetrate and expose the workings of the syndicate, but the group's members will often prefer to take their own

lives rather than give up its secrets, or testify against it in a court of law. The syndicate has no mercy for those who are disloyal, and will take revenge by killing a known traitor, or the target's family if they themselves cannot be reached. The ever-present threat of this death penalty is enough to keep the syndicate's members in line.

The mysterious Orions

It is theorized that the origins of the Orion Syndicate lie within the Orion species, a race of humanoids from the **Orion star cluster** that includes, among others, the **Rigel system**. Notorious as far



▲ **Miles O'Brien goes undercover for Starfleet Intelligence in order to expose a group within the Orion Syndicate.**

back as the 2250's, the Orions are known for an amoral attitude toward other beings, and are seemingly unconcerned by the implications of such abhorrent practices as slave trading. The stories of

OTHER CARDS IN THIS FILE...

76 THE ETANIAN ORDER
123 THE SON'A

SEE OTHER FILES...

STAR TREK:
The Original Series.....File 68
STAR TREK:
DEEP SPACE NINE.....File 70

ORION SABOTAGE

Disrupting the peace

The criminal activities of the Orion Syndicate may date back as far as 2267, when the Orions attempt to sabotage Coridan's admission to the Federation in order to protect their smuggling interests. Coridan's case is to be heard at a conference on Babel. An Orion spy, surgically altered to appear as an Andorian, infiltrates Ambassador Shras's staff and causes havoc among the Federation delegates en route to the conference aboard the *U.S.S. Enterprise NCC-1701*.

The Orion operative, Thelev, murders the Tellarite Ambassador Gav using a Vulcan method of execution, tal-shaya, and thus lays the blame on the Vulcan Ambassador Sarek. An Orion vessel is also detected shadowing the *Enterprise* and attempting to contact their agent on board. The two ships engage in a brief skirmish, but the Orion vessel self-destructs once its agent is discovered. Thelev commits suicide in order to avoid interrogation.

▶ The 'Andorian' delegate has a transmitter hidden in his false antennae, which allows him to keep in contact with his colleagues. He later commits suicide when his true Orion identity is discovered.



▶ **Orion agent Thelev is surgically altered so that he can infiltrate the staff of the Andorian ambassador.**



Organization	The Orion Syndicate
Worlds	Unknown
Quadrant	Alpha
Members	Numerous races
Origins	The Orion Syndicate is thought to have originated with the Orion race. It may have made its first base in the Rigel system.
Hierarchy	The crime bosses of the syndicate remain nameless, even to the organization's lower members – who pay extremely high membership fees.
Laws	The primary law of the Orion Syndicate is loyalty or death.
Star Trek to	STAR TREK: DEEP SPACE NINE 'The Ascent'

GALAXY FACTS

▶ Included among the criminals under Raimus's control on Farius Prime are career criminals such as Liam Bilby, who is known to have perpetrated a robbery on the Bank of Bolias; the hacker Krole; and petty crooks Flith and Graife.

▶ Representations of green-skinned Orion animal women continue to appear in holosuite programs in the 2370's.

the so-called **Orion animal women**, green-skinned vassals sold to the highest bidder, are well known, and it is possible that the sale of these females has continued into the 24th century.

Pirate race

The Orions are also reviled for their frequent acts of piracy and smuggling throughout the **Federation**, the **Ferengi Alliance**, and other interstellar territories. In 2267, Orion agents seeking to protect a route shipping **dilithium crystals** stolen from planet **Coridan** make an effort to undermine the **Babel Conference**, through murder and even a direct attack on a **Starfleet** vessel. From out of these



OTHER GROUPS AND RACES

The Guide to the STAR TREK Galaxy

FILE 18

CARD 110

THE ORION SYNDICATE



OTHER GROUPS AND RACES



▶ In 2375, Janel Tigan involves his family's mining company with the corrupt syndicate in order to get out of some financial difficulties.

isolated incidents, and other similar criminal endeavors, it is theorized that the Orion Syndicate is born. By the 2370's, the organization is much wider-ranging than its Orion progenitors could ever have dreamed, taking in members from many diverse species across the Galaxy, with only one rule: disloyalty means death.

The syndicate has its agents wherever there is **latinum** to be made, undertaking crimes that vary from straightforward smuggling operations and contract killings through to corporate espionage and computer hacking. The syndicate is not above taking on jobs with political dimensions – in 2374, **Raimus**, a noted member of the group, accepts a contract from

▶ The **Dominion** employs the Orion Syndicate in its efforts to undermine the powers of the **Alpha Quadrant**. The syndicate agrees to kill **Farius Prime's** Klingon ambassador.



representatives of the **Dominion** to murder the **Klingon** ambassador of **Farius Prime**. Fortunately, Raimus's gang is exposed to **Starfleet Intelligence** during an undercover operation led by **Chief Miles O'Brien**, who infiltrates the syndicate by befriending **Liam Bilby**.

High-level corruption

An example of another, very different case of syndicate influence comes to light in 2375, in the **Sappora system**. The **Tigan** mining company, based on **Sappora VII**,

becomes involved with the Orion Syndicate when **Janel Tigan**, brother to **Starfleet** officer and joined **Trill Ezri Dax**, seeks to overcome a series of financial setbacks. The Tigan company is soon under the influence of **Thadial Bokar**, who claims to be a commodities broker but actually works as a facilitator for the syndicate's extortion schemes. It is only the timely arrival of Ezri that uncovers a murder and brings Bokar's criminal dealings out into the open.

Deep Space Nine's resident barkeep, the

▶ **DEEP SPACE NINE's** Ferengi barkeep **Quark** has long tried for membership of the **Orion Syndicate**. In 2373, however, Quark is actually called to give testimony against the organization in front of a **Federation Grand Jury**.



Ferengi Quark, is also known to have had some dealings with the Orion Syndicate, including **kemacite** smuggling, but his attempts to join the group have been blocked by his inability to pay the substantial membership fee. It is interesting to note that this 'fee' is applied to potential syndicate members on an ad-hoc basis; in 2374, when O'Brien goes undercover to infiltrate a syndicate group, he is inducted with only a reference from another member. More commonly, members of the syndicate are persuaded to pay the 'fare,' a given percentage of their illegal income, to their gang boss. In turn, these seniors pay their seniors and so on up the ladder, until the syndicate's overlords take in a huge cut of the illicit monies their empire accumulates. Those who do not pay, such as the petty criminal **Flith**, are dealt with severely.

With such a widespread, deeply hidden organization, the task of bringing to light and eradicating the Orion Syndicate is formidable. For each minor criminal taken into custody, there are hundreds more to take their place, as well as legions of higher ranking felons concealed behind them. It is, however, exactly this task that the police forces of the **Alpha Quadrant** are undertaking – to shut down the syndicate and purge its influence from the Galaxy forever.

SYNDICATE TARGET

Secret agents

Worlds on the edge of legality, or outposts with frequent offworld trade, such as space station **Deep Space Nine**, are often visited by members of the Orion Syndicate. In 2373, agent **Arisa** of **Idanian Intelligence** visits **Deep Space Nine** during a mission to bring down **Draim**, a powerful member of the syndicate based on **Finnea Prime**. **Draim's** speciality is blackmail and extortion, but he does not hesitate to send his men to the station in order to murder **Arisa**. Fortunately, the station's chief of security, **Odo**, saves the **Idanian** agent.

▶ **Draim** sends his syndicate gunnels to **DEEP SPACE NINE**, in order to murder **Arisa**. The agent has no idea of her true identity at this time; her memories have been transferred to a data crystal for retrieval later.



▶ As **Draim** employs telepaths to scan his employees, the undercover **Idanian** agent **Arisa** has her memories purged from her mind for the duration of her mission.



Talaxian Fighter

Talaxian Fighters are not especially powerful vessels, but what they lack in armament they make up for in speed and maneuverability.

Early in 2373, the crew of the **U.S.S. Voyager NCC-74656** come under sustained attack from a **Kazon-Nistrim** sect controlled by the former **Maquis Seska**. In an attempt to confuse the overwhelming Kazon forces, a series of **holoemitters** are positioned on the outside of *Voyager's* hull, and, with the aid of parabolic mirrors, holographic images of **Talaxian Fighters** are projected into space. Records kept by **Starfleet** enable the crew to produce extremely accurate facsimiles of these highly maneuverable craft. The attacking Kazon forces quickly determine the ships to be false, although the true extent of such a vessel's capabilities are genuinely felt some days later, when an actual fleet of *Talaxian Fighters* mounts an attack on a sabotaged *Voyager* that has been commandeered by the Kazon.

The **Talaxians** suffered greatly at the hands of the **Haakonian Order** more than 20 years ago, and their weapons development has obviously been affected; the performance characteristics of their frontline fighters is relatively poor. Many **Delta Quadrant** races have shields, **phasers**, and torpedoes equal, if not superior, to Starfleet designs, but the Talaxians are well aware that a number of their ships are no match for an **Intrepid-class** Starfleet vessel. In common with ships from other space traveling civilizations, the *Talaxian Fighters* employ **subspace** communications, and are able to intercept transmissions from other ships. In addition to this, the commander of a *Talaxian Fighter* is able to undertake direct person-to-person audiovisual communications through a viewscreen situated on the spacious and well-illuminated control area of their ship.

Sleek design

The elegant design of the *Talaxian Fighter* follows a delta-shaped hull which runs from a wide rear section to a much narrower bow. The extremely large underside area of the vessel, and its very small overall height, would suggest it is capable of atmospheric flight; it certainly exhibits elements of deliberate streamlining, and this configuration enables it to execute tight turns during combat situations.

The fighter consists of a main hull that connects to a pair of wide, flat wings toward the stern of the ship. These wings are, in turn, connected to the shiny metallic hull via thick braces at the front and rear of the ship, creating a void between the port and starboard sides of the hull that appear as a hole on either side of the vessel. In addition to decreasing the overall mass of the ship, an attack from above or below

gives an aggressor less of a target to aim at when firing at the relatively vulnerable upper and lower surfaces of the *Talaxian Fighter*. The broad wings are much darker in color, and terminate at a narrow flattened trailing edge.

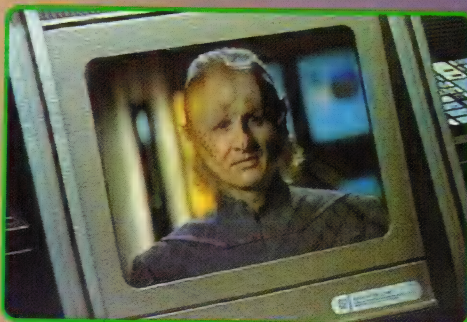
Hull features

Running along the center of the hull, on the underside toward the bow of the ship, is a dark gray, rectangular section, and directly behind this is a wider area of the same material. The upper side of the hull has a number of slightly raised compartments built onto it, but still maintains the ship's overall sleek profile. Main engines appear to be built into the rear section of the hull, as the stern has a narrow rectangular exhaust port which glows a light blue when the ship is traveling at sublight speeds.

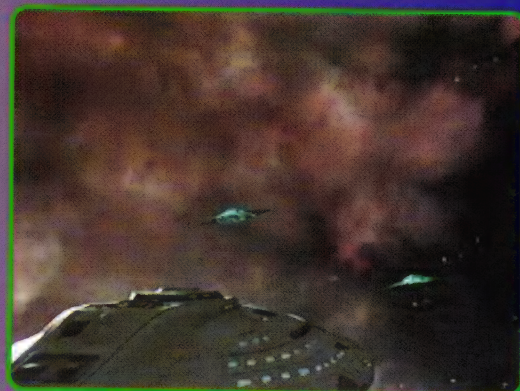
The *Talaxian Fighter's* main armament is a single phaser, mounted at the bow of the ship, that emits a bright yellow continual pulse. The Talaxians seem to have developed the tactic of always attacking in pairs, using the flight characteristics of their vessels to fire off a series of close range probing shots at different parts of an enemy ship, before quickly breaking off in different directions.

Talaxian crew

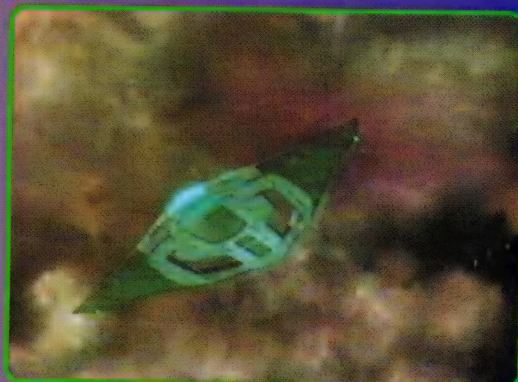
The total crew complement for a *Talaxian Fighter* is not known, but the aid they give in the liberation of *Voyager* from the Kazon-Nistrim indicates there is enough space on the vessel to accommodate the crew and an additional complement of troops capable of boarding another vessel. The ease with which the Talaxian crew are able to operate the Starfleet interfaces on board *Voyager* would suggest their control systems have much in common with the far more powerful Starfleet vessel. The fact that the Talaxian commander agrees to help mount an attack, knowing the limitations of his craft against a far more advanced adversary, proves that the bravery and determination of a crew can be as great a force as their ship's weapons and shields.



Like most spacefaring vessels, **TALAXIAN FIGHTERS** possess an audiovisual communications system.



TALAXIAN FIGHTERS are by no means the most powerful ships encountered by the **U.S.S. VOYAGER** in the Delta Quadrant.



The main engines of these maneuverable **Talaxian** craft emit a blue glow when traveling at sublight speeds.



In 2373, **TALAXIAN FIGHTERS** help the crew of **VOYAGER** win back control of their ship from the **Kazon-Nistrim**.



TALAXIAN FIGHTERS feature a sleek and deliberately streamlined profile, making them a harder target to hit.

Talaxian Fighter

The *Talaxian Fighter* is an elegantly shaped vessel. Its streamlined delta design allows it a good deal of maneuverability in battle situations.

The wide, flat wings of the **TALAXIAN FIGHTER** are connected to the main body of the ship via thick support struts, creating a large gap between the two components.

The **TALAXIAN FIGHTER**'s hull is delta-shaped, with a wide rear that narrows toward the bow.

Smaller engine ports, to the left and right of the main engine vent on each wing, also glow bright blue.

STARBOARD VIEW

The main engine exhaust vents glow blue at sublight speeds.

DORSAL VIEW

There is a single phaser mounted at the bow of the **TALAXIAN FIGHTER**.

Approached from any angle other than directly above or below, the **TALAXIAN FIGHTER** provides a very narrow profile. This is a definite advantage considering its relatively poor armament.



▶ Tom Paris is able to beam back onto his ship, the U.S.S. **VOYAGER**, with the aid of a transporter on one of the **TALAXIAN FIGHTERS**.

TALAXIAN FIGHTER

First recorded: 2373

Type: Combat vessel

Remarks: *Talaxian Fighters* are made to a

streamlined design.

They are highly maneuverable and versatile ships.



Jadzia Dax: Science Officer

Jadzia Dax combines the experience of seven lifetimes with considerable scientific and engineering skills, making her a valuable member of staff on board space station *Deep Space Nine*.

Jadzia Dax is a dedicated science officer, not least because for her it is not just a job. Until her untimely death in 2374, she brings her role to life, facing the challenges thrown at her with an intense and insatiable curiosity.

The joined **Trill** enjoys her work and, when in command of **Ops** on the night shift rotation, she often combines her love of science with her duties by searching for anomalies in nearby space. During her service to **Starfleet**, the Trill's scientific talents are often stretched and challenged beyond her limits. For example, Jadzia is called upon to use her training and experience

under highly unusual circumstances on a visit to **Yadera II** with **Chief of Security Odo**, on **Stardate 47603**. They are attracted by the disappearance of a number of villagers from the small **Gamma Quadrant** settlement, and it soon becomes evident that only one member of the community, **Rurigan**, actually exists; the others are holographic projections programmed by him.

Holographic dilemma

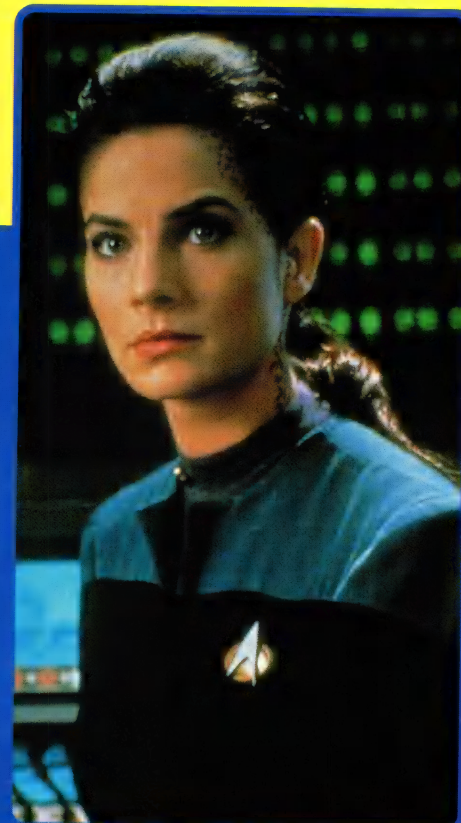
Jadzia discovers that a fault in the village's sophisticated **holoprojector** is causing the disappearances, and uses her keen logic to persuade Rurigan that his creations deserve to live once again. The repairs she

PROFILE OF A SCIENTIST

POSITION: Jadzia Dax serves as science officer aboard *Deep Space Nine* until her death in 2374. She is highly skilled in the sciences and engineering. Jadzia briefly serves as a science officer on board the Klingon vessel *I.K.S. Rotarran*.

STARFLEET TRAINING: Before becoming joined to the Dax symbiont, Jadzia excelled in the sciences in her own right. She won premier distinctions in the fields of exobiology, zoology, astrophysics, and exoarcheology.

PRESENT STATUS: Deceased



▲ Jadzia Dax is a fine Starfleet officer who combines a love of science with her duties on board DEEP SPACE NINE.

INVESTIGATIVE SKILLS



★ **Insatiable curiosity**
Jadzia has a lively mind and a curious nature.



★ **Unknown source**
It is Dax who realizes that tetryon emissions are sending O'Brien through time.

★ **Holographic villagers**
Jadzia Dax discovers that the villagers on Yadera II are in fact holographic projections.



makes to the unit restore the missing villagers, guaranteeing their continued existence.

In 2371, Dax helps to save the life of her fellow colleague **Chief Miles O'Brien**, who is experiencing a series of timeshifts after being exposed to delta series radio isotopes. The science officer realizes that O'Brien's condition is being aggravated by low level tetryon emissions from a nearby **Romulan** vessel. The Romulans plan to close the wormhole in order to end the threat of the **Dominion**, and are prepared to destroy *Deep Space Nine* in the process. Dax, in her role as science officer, plays a key part in preventing this potential catastrophe.

Science is not Dax's only speciality, as she proves in

2372, a year that heralds the arrival of a **Klingon** Starfleet officer who will have a tremendous impact on her life: **Lt. Commander Worf**. The knowledge of Klingon culture accrued by **Curzon**, the Dax's symbiont previous host, proves invaluable to **Commander Benjamin Sisko** during a time of high tension between the Klingons and the Federation. Jadzia becomes a sympathetic ally to Worf, the station's newly appointed strategic operations officer.

Just rewards

On **Stardate 49011**, Jadzia receives a promotion to lieutenant commander, in recognition of her high standard of work, knowledge of Starfleet regulations, and effectiveness as a science officer.

Jadzia Dax: Science Officer



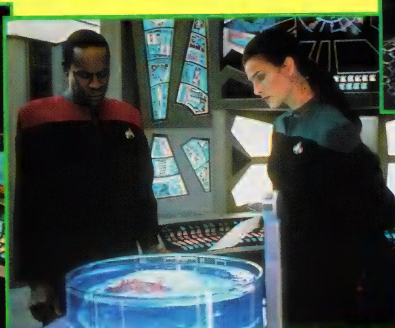
"If anyone can find the source of the timeshift, it's Dax." — Chief O'Brien to Commander Sisko

★ Direct descendant

Jadzia has the curious experience of meeting a future Dax host, Yedrin, on a colony created by an alternate timeline that arises from one of her rare miscalculations.

★ Enthusiastic

Jadzia often scans for any unusual spatial anomalies while on night shift in Ops.



★ Miniature Mrs.

Jadzia's *RUNABOUT* is miniaturized during a mission to investigate a subspace anomaly.

anomaly, the ship is reduced in size to around 10 centimetres long and its crew are unable to prevent Jem'Hadar forces capturing the *Defiant*, to which the *Runabout* is tethered. In a highly dangerous attempt to stop the Dominion from repairing the *Defiant*'s warp drive, Jadzia pilots the tiny ship inside the vessel and helps Sisko stall for time, successfully preventing the Dominion from seizing the ship. None the worse for her miniaturization, Jadzia and the crew regain their normal size after being returned to the anomaly.

In the line of duty

Jadzia's bravery and her passion for science go hand in hand. She has often used her skills to save her friends, no matter what the cost to herself. It is ironic, then, that her own fate is determined by a source very different from science. Jadzia's death is ultimately caused by an ancient Bajoran spirit, known as a Pah-wraith. The Trill first encounters one of these malevolent entities when strange events occur in the wormhole and powerful energy vortices are released from an ancient Bajoran artifact. Jadzia witnesses her friend, Benjamin Sisko, wrestling with his role as a Starfleet captain and his position as Emissary to the religious Bajorans. The situation worsens when an evil Pah-wraith, the spirit of a force banished from Bajor's Celestial Temple, is released onto the station. Jadzia and Dr. Bashir invent a radiation panel which should remove the creature from the possessed Jake Sisko, but the station commander overrides them and allows the spirit fight between Kira and his son to continue. Eventually, Jadzia's rig is activated by Kai Winn, and the conflict is brought to an abrupt end. The appearance of the Pah-wraiths will later have tragic consequences for Jadzia, as she is murdered by a Pah-wraith-possessed Gul Dukat the following year.

★ Cloned murder

In 2369, Jadzia Dax helps clear Odo of a murder charge. The science officer discovers that his 'victim,' Ibudan, is in fact a clone, grown to frame the Changeling.

NX-74205 and its crew into an ultimately tragic temporal dilemma. Entering the barrier results in the fatal injury of Kira Nerys, but attempting to escape the planet will send the crew 200 years back in time.

Future Dax

The present population of Gaia are undeniably the science officer's direct descendants. What is more, the leader of the colony, Yedrin, carries the Dax symbiont, and has every intention of ensuring the *Defiant* crashes on trying to take off from the planet, thus securing the Gaians' existence. The *Defiant* crew agree to reenact the crash,

but the flight plan is altered by the alternate Odo and they escape, while the colony is erased from existence. Jadzia feels the whole situation has been created by her mistake, and the guilt of her actions weighs heavily upon her for some time.

With the new leader of the Cardassian government making overtures for peace, even though the Dominion war rages on, Jadzia is able to concentrate on her scientific endeavors. She journeys to investigate a rare subspace phenomenon with Chief O'Brien and Dr. Julian Bashir aboard the *Runabout U.S.S. Rubicon* on Stardate 51474. On entering the

On a subsequent mission with the Klingon Empire, Dax temporarily takes up the post of science officer to the *I.K.S. Rotarran*, combining her intensive knowledge of Klingon customs with her highly efficient Starfleet training in a search for a crippled Klingon ship, the *B'Moth*. Jadzia helps the demoralized Klingons to reach a turning point in their fight against the Jem'Hadar.

Occasionally, Jadzia's curiosity and insistence can have unfortunate consequences. On discovering an energy barrier around a planet in the Gamma Quadrant on Stardate 50814, she plunges the *U.S.S. Defiant*

WORKING AS A TEAM

Fellow scientists

As the science officer on board the distant Federation outpost *Deep Space Nine*, Dax often has the privilege of working alongside scientists from other races in joint ventures, and sharing different scientific theories. For example, on Stardate 48543, a Cardassian science team headed by Gilora Rejal arrives on the station. They are to conduct an experiment which will allow subspace communication between the Alpha and the Gamma quadrants through the Bajoran wormhole. When Jadzia receives the final update from the Cardassians on the transceiver they have designed, she admits that she remains "unconvinced." Nevertheless, the science officer keeps an open mind, and

works with Rejal and her team. Jadzia is instrumental in carrying out the procedures for the experiment on board the *U.S.S. Defiant*, and becomes quite involved in the entire project. Communications are eventually established between the two quadrants through the wormhole, although not quite in the way foreseen by the scientists.

In 2372, the Trill has the opportunity to work with scientists from her home planet, again on a wormhole project. A Trill science team led by Dr. Lenara Kahn conducts field tests at *Deep Space Nine* to create the Federation's first artificial wormhole. Their experiment is successful for only 23.4 seconds, but it is still a great scientific achievement.

◀ Cardassian plan

Jadzia works with the Cardassian science team, led by Gilora Rejal, to set up a communications relay that will work through the Bajoran wormhole.



◀ Old friend

In 2372, Dax is happy to be reunited with Trill scientist Lenara Kahn, whose symbiont was married to Torias Dax.



Quark and the Federation

Quark may claim to be neutral and only interested in profit, but during his long franchise on *Deep Space Nine* he demonstrates time and again that when the chips are down his allegiance is to the Federation.

Quark is a Ferengi, and the golden rule of the Ferengi is that profit comes first – above family, friends, and all other considerations.

Quark is not typical of his race, however; his ability to see beyond the immediate circumstances to the bigger picture makes one fact clear to him – business is best under the Federation.

Prior to the end of the Cardassian occupation of Bajor, Quark made a decent living on the space station *Terok Nor*. His drinking establishment was well patronized by the station's personnel, and the occasional opportunities for extra profit – such as black marketeering and illegally selling food to Bajoran nationals – kept him reasonably happy.

When the station changes hands after the Cardassian withdrawal, Quark is initially wary of Commander Benjamin Sisko and the new Federation administration. He believes that straight-

placed Starfleet rule will hinder his bar concession and gambling opportunities. He is eventually persuaded to stay by Sisko's assurance that if he runs honest games there will be no problem – and the fact that the commander blackmails him by threatening his thieving nephew Nog with a prison term.

New landlords

Quark's feelings toward the Federation are complex. His business thrives under the new rule, notwithstanding the numerous dodgy schemes and smuggling operations frustrated by Chief of Security Odo and frowned upon by Sisko. The barkeep admits he could not ask for better landlords or leaseholders – they do not ask for rent, or reimbursement for maintenance and power consumption. In fact, he openly throws in his lot with the Federation when *Deep Space Nine* comes under attack: once in 2370, when he helps delay the takeover of the station by Bajoran coup assault

PROFILE ON A FERengi ALLY

QUARK ON TEROK NOR: During the Cardassian occupation of Bajor, Quark's bar made a decent profit from the Cardassians stationed there. He also sold black market supplies to the starving Bajorans, for only a minimal profit.

QUARK ON DEEP SPACE NINE: The Ferengi barkeep fears his business activities will become stifled under Federation rule, but he finds them to be fair landlords who do not even expect rent. Quark makes friends with many of the Starfleet personnel, in particular Jadzia Dax.

QUARK UNDER DOMINION RULE: Quark despises the new Dominion landlords of *Deep Space Nine* and eventually becomes a man on the inside for Major Kira's resistance cell.



▲ Quark is initially wary of the Federation when it takes over the running of DEEP SPACE NINE; he suspects that when governments fall, people like him are lined up and shot. The barkeep is eventually won over by the friendly manner of the Starfleet personnel, and later helps them win back the station from the Dominion.

★ Unruly customers

Quark admits he is unhappy when Dominion-Cardassian forces take over DEEP SPACE NINE. He finds the Cardassian clientele violent and ill-tempered.

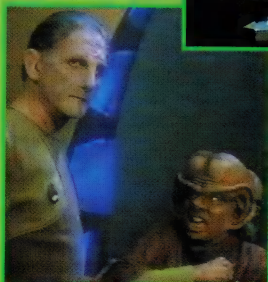
★ Business contacts

Quark acts as the Federation's contact with the Gamma Quadrant's Karemma, a role the Ferengi exploits for his own gain.



★ Blackmail

Odo arrests Quark's nephew for theft, but Commander Sisko uses Nog's plight to 'persuade' the Ferengi barkeep to stay.



Quark and the Federation

forces, and two years later when *Deep Space Nine* is threatened by a **Klingon** attack force.

Ever the Ferengi, however, Quark's behavior is motivated by opportunism. Within months of each of these noble actions he betrays the station and his Starfleet clientele to a rogue **Trill** and his Klingon retainers, in the mistaken belief that they want to set up a business deal with him. The barkeep also proudly imposes outrageous tariffs and taxes to improve the Ferengi profit margin while acting as the Federation's contact with a race of **Gamma Quadrant** traders, the **Karemma**. These lapses, however, do not deter his Federation friends from rallying round to help when Quark has his assets seized and business license revoked in late 2372. They readily donate to him the materials needed to start over.

Lack of faith

Perhaps because of this philanthropy, Quark does not have a great deal of faith in the Federation's fortitude. At one point he compares the organization to root beer – bubbly and cloying, but if you drink enough of it you get to like it. He has serious doubts that the Federation, the only hope of salvation in some instances, can save their lives, but these doubts invariably prove misplaced.

Quark's most telling test of loyalty comes in 2374, when **Dominion** forces seize *Deep Space Nine* from the Federation. He remains behind to tend his business, and even comments that as occupations go it is not too bad. He initially resists becoming involved in the resistance plots being hatched by Odo and **Major Kira Nerys**, and tries his best to run the bar under the new management,

"I don't want to spend the rest of my life doing business with these people. I want the Federation back."
— Quark during the Dominion occupation of *Deep Space Nine*



★ **Business crisis**
In 2372, Ferengi Liquidator Brunt revokes Quark's business license.

but the truth is that Quark does not like the arrogant Cardassians or the formidable **Jem'Hadar** soldiers. Work is no longer fun, and he misses the Federation.

As an apparently neutral barkeep, Quark sees and hears a lot of things. He uses the rapport he has established with **Legate Damar**, plus a bottle of **kanar**, to wheedle from the Cardassian the latest Dominion plans – all under the guise of being a businessman interested in what the future will hold for him. Quark then takes the plunge and attends a resistance cell meeting to tell them of the plan to disable the Federation minefield at the entrance to the **Bajoran wormhole**, using the station's **deflector array**.

The balance is fully tipped in the Federation's favor when Quark's brother, **Rom**, is arrested as a saboteur and sentenced to death. Despite the terrible risk, and the fact that he does not want to die, Quark unprofitably throws in his lot with Kira and the others.

In his new capacity as a pro-Federation insider, Quark stands



★ **Federation friends**
Quark's friends offer a helping hand to the bankrupt barkeep.

watch while the resistance conspirators meet in a booth in his bar. He arranges for a message to be couriered to Sisko via one of his customers, **Morn**. He does not even object when one of the mooted sabotage plans is to shut down the station's main computer, which would put him out of business for a while. The very idea would be condemned as lunacy by most Ferengi.

Unlikely hero

Quark unexpectedly becomes the only hope for the **Alpha Quadrant** when Kira and her friends are arrested as a precaution in the lead up to the minefield being deactivated. As the only operative still active, he involves the sympathetic **Tora Ziyal** in his plans, and bluffs his way into the holding cells with a **hasperat soufflé**. The pair manage to knock out the Cardassian on duty, and Quark **phasers** the two Jem'Hadar guards when they attempt to resist. His bravery turns the tide,

and contributes to *Deep Space Nine* being retaken by the Federation. A most unlikely hero of the Dominion war is born.

Quark quickly settles back into his usual routine, with the station once more under the command of Captain Sisko, but his relationship with the Federation has changed for good. The following year his fondness for the deceased **Jadzia Dax** prompts him to go on the offensive and join a Klingon mission to destroy a strategically important Dominion shipyard.

With the appointment of his brother as the new **grand nagus** of **Ferenginar** in late 2375, Quark suddenly has all the opportunity for profit in the world. His decision to stay with his bar on *Deep Space Nine* – under the benign jurisdiction of the very Federation he once viewed with skepticism – may initially seem an odd one, but when it comes to his dealings with the Federation, Quark has proven himself a very uncommon Ferengi.



★ **Lock picker**
Quark helps free Odo from a trap, when a rogue Trill steals the Dax symbiont.



★ **Welcome return**
Quark is pleased when the Federation retake the station and welcomes back his regular clients, including Chief Miles O'Brien.

BEHIND ENEMY LINES

Klingon rival

Quark and the Klingon Strategic Operations Officer Worf have always had a strained relationship at best. The Ferengi resents Worf for marrying his unrequited love, Jadzia Dax. Months after Jadzia's tragic death in 2374, however, Quark graciously joins her former husband and Starfleet colleagues on a dangerous Klingon mission to bring honor to her name and ensure her entry into the Klingon afterlife, **Sto-Vo-Kor**. The group successfully destroys the Dominion's **Monac** shipyards.



★ **Risky mission**
Despite the risks, Quark accompanies Worf on a dangerous mission.

★ **Hostile encounter**
Worf is initially angered by Quark's presence on the I.K.S. **ROTARRAN**, but later apologises to the Ferengi.



★ **Tolerance**
Quark finds Worf grumpy and unfriendly, while the Klingon barely tolerates Quark's lack of honor and ethics.



FILE 57 OMNIPOTENT BEINGS

Ardra

The woman known as **Ardra** claims to be the devil incarnate, and certainly acts the part when she visits **Ventax II** to collect her due — the souls of the population. She is clever, manipulative, and devious, and the suggestible **Ventaxians** are completely dazzled by her displays of power.

The confidence trickster who nearly succeeds in enslaving the planet **Ventax II** is best known by the name **Ardra**, but she has more than 20 other aliases at her disposal. By the time she arrives on Ventax II, Ardra has already enjoyed a lengthy and lucrative career in deceiving the weak and gullible. She has all the qualities necessary for a successful con artist — intelligence, confidence, and a manipulative, calculating nature. These attributes help make her a master illusionist; she directs her targets to see only what she wants them to see, and her mind is so focused that even the half-Betazoid Counselor **Deanna Troi** cannot tell when Ardra is lying.

Ardra is an extremely beautiful femme fatale. Her humanoid skull has rigid, bony structures that line the sides of her nose and follow her brow until they are half way over her eyes. Each bone then splits, so that a ridge extends toward her forehead and another to just below her temple.

Ancient legend

Every con artist is searching for the perfect scam, and Ardra thinks she has found it when she studies ancient Ventaxian legends. Her scheme to convince the Ventaxians that she is their mythic demon Ardra is foiled only by a timely visit from

Captain Jean-Luc Picard and the crew of the **U.S.S. Enterprise NCC-1701-D**.

By the 24th century, the

PROFILE ON ARDRA

KNOWN ALIASES: The woman who pretends to be Ardra, the Ventaxian devil, has at least 23 other aliases. She has also claimed to be many demons, including Mendora, Torak, and Fek'thr. Her true identity is not divulged.

OCCUPATION: Confidence trickster

PRESENT STATUS: Ardra is taken into Federation custody in 2367.

STARSHIP LOG: 'Devil's Due' [TNG]

Ardra exudes self-confidence. Her mental and verbal dexterity gains people's undivided attention.



★ Gullible victims

Captain Picard and his officers from the U.S.S. ENTERPRISE try to convince the suggestible Ventaxians that Ardra is not their devil.

CON ARTIST

★ Klingon devil

Ardra appears to transform herself into the mythic Klingon guardian of Gre'thor, the fearful Fek'thr.



technologically advanced agrarian race, but 1000 years earlier they had enjoyed a scientifically and

prosperity, the Ventaxians agreed to give Ardra their souls on her return.

For centuries, the only Ventaxians interested in the legend of Ardra are scholars, but a few months before the bargain is due to be collected **Jared Acost**, the leader of Ventax II, becomes increasingly obsessed with the story. The Ventaxians soon notice that their leader can think of little else, and grow fearful themselves. Such a situation makes the



★ Expert on Ventaxian history

In order to convince the Ventaxians of her authenticity, Ardra reads from one of their ancient books concerning 'her' legend.

OTHER CARDS IN THIS FILE...

- 2 THE INIMITABLE Q
- 3 THE TRAVELER
- 4 TRELANE
- 6 THE Q FEMALE
- 7 QUINN

SEE OTHER FILES...

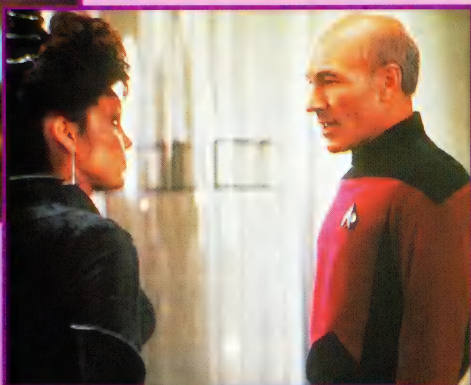
STAR TREK: THE NEXT GENERATION.....File 69

Ardra



★ Striking features

The true cultural origins of the woman known as Ardra are unknown. She comes from a humanoid race with highly striking features, however, with delicate bony ridges that frame her eyes and forehead.



★ Challenging adversary

Ardra finds it a difficult challenge to convince the skeptical Captain Picard of her authenticity.

Ventaxians easy prey; their growing hysteria and lack of scientific knowledge means that any technological trick Ardra performs will look like magic. The Ventaxians are expecting their nemesis to show off her power, and Ardra clearly enjoys dazzling her unsuspecting victims. Her arrival is preceded by violent earthquakes, as predicted in Ventaxian religious texts, created by tractor beams aimed directly at the planet's tectonic plates.

Deceptive technology

To aid her deception, Ardra obtains a ship and a **Romulan cloaking device**, so that no one will be able to tell that she has an external power source. Instead

of the characteristic elements of transportation, Ardra and her crew employ holographic trickery to create the illusion that she can materialize in a puff of fiery smoke. The same holographic technology also allows Ardra to create the multiple images of herself that appear all over the planet; the Ventaxians are so suggestible that soon many people start to see her in their dreams. Her final touch is to make use of **ocular implants** that monitor the position of her eyes, eyelids, and surrounding muscles. When she moves any of these, a signal is sent up to her ship; each specific movement tells her crew what to do.

Once she has everything ready, the con artist cloaks her ship and



★ Seduction

Ardra materializes in Picard's quarters, wearing a skimpy outfit in order to seduce the captain.

transports herself down to the planet to collect her due. Acost and the other Ventaxians immediately accept her as Ardra. She smoothly requests an accounting of all the commodities that Ventax has acquired, including a full census of the population, with an emphasis on productivity and economic forecasts. Ardra does not mention anything about the people's souls, just their finances. When questioned, Ardra convincingly claims that she is known by many names and guises – **Mendora** in the **Berussian Cluster**, **Torak** to the **Drellians**, and **Fek'lhr**, the mythic **Klingon** guardian of **Gre'thor**, the home of the dishonored dead. To prove her point, she transforms into this last, monstrous identity in the blink of an eye.

Captain Picard totally mistrusts

"When I want you on your knees, I'll let you know."

— Ardra

Ardra's claims, so the con artist tries her best to win him over. She behaves in a seductive manner toward the skeptical captain, but he fails to respond to her charms. This only increases Ardra's need to control him; she surrounds herself with a forcefield and appears on the deck of the *Enterprise*, lounging in the captain's seat and then switching places with a confused ensign. Picard remains unmoved, so Ardra tries a more direct approach, appearing in his quarters that evening dressed in a long, sparsely woven, black outer cloak that barely hides the skimpy black underwear underneath. This invasion of his privacy only increases Picard's determination to expose Ardra as a fraud.

Stripped of power

When Picard eventually proves that **Federation** technology can reproduce all of Ardra's tricks, and that she has no power to stop him from doing so, an angry Acost realizes that he has been conned. Ardra is infuriated at being found out, but otherwise seems unshaken, no doubt having talked her way out of similar sticky situations before. She knows the game is over and tries to leave, saying that she will just give the Ventaxians their freedom and be on her way. She is quickly apprehended by guards.

As she is taken away, Ardra puts her hands on her hips and tells Picard that he would have had a lot more fun if he had lost. She leaves with the words "till we meet again, Jean-Luc Picard of the *Starship Enterprise*." The con artist who would be Ardra clearly believes that she can connive her way out of prison and be back in action in no time at all.

ANDROID RIVAL

Fair trial

The android officer of the *U.S.S. Enterprise*, Lt. Commander Data, is chosen as an arbitrator by both parties in Ardra's trial. The con artist assumes that the android is incapable of deceit or bias; in her opinion, he will simply pass judgment based upon the facts given, rather than letting emotions cloud his decision. Data warns his captain that this is true, and that he cannot therefore guarantee a ruling in the Ventaxians' favor. Captain Picard, however, believes he will not find anyone else on Ventax II whom Ardra cannot intimidate – an important factor in the trial.

As predicted, Data acts as a fair judge. He overrules both Picard and Ardra when necessary, though even this logical arbitrator can do nothing to stop Ardra from demonstrating her 'magical powers' to the opposition.

▶ An enemy's admiration

Ardra appears to admire the android Data's logical nature, and thus allows him, rather than the Ventaxian lawyers, to adjudicate her claim to be the Ventaxian devil.



▲ Logical choice

Data is chosen as the arbitrator in a trial to determine Ardra's authenticity as a demon of ancient legend.



Interface Probe

The **interface probe** is a part of a pioneering system that allows away teams to conduct investigations in hazardous locations without ever leaving the safe confines of their ship. The first virtual away mission is conducted from the *U.S.S. Enterprise NCC-1701-D* in 2370.

In 2370, the first virtual away mission is led via a pioneering **interface** system. Synergetic technology teams an **interface probe**, dispatched to a hazardous location, with a user garbed in an **interface suit**. The probe sends telemetric signals to the interface suit, giving the wearer the sensation of being on the scene in the probe's place. The user is then able to remotely touch, examine, and move objects – all through commands to the probe. For the first time, a probe is able to affect the environment which it is sent to study.

In purpose and design, the interface probe has little in common with the typical instrumented probes routinely fired from **Starfleet photon torpedo** launchers. Most importantly, the interface probe is launched from a bay, more like a shuttlecraft, meaning that its design does not have to conform to photon torpedo casing constraints. The interface probe consists of two skewered cylinders. Overall, it is less than a meter tall.

Standard design features

Despite its deviation from the basic probe design template, the interface probe is built using the same construction elements and techniques as the average instrumented probe. All probes are fabricated from standard gamma-molded **duranium-tritanium** and pressure-bonded **lufium boronate**. Sensors are implanted within the exterior hull through a process much like that used to embed sensors into the outer surface of starships. These densely-packed sensors perceive and evaluate a variety of phenomena, including **subspace** and electromagnetic waves, molecular matter, atmospheric elements, and the energy that is being brought to bear on the probe.

A basic interface probe has an internal engine to power its



▲ Geordi La Forge sees the reflection of the interface probe in the *U.S.S. RAMAN*'s screens, while the probe allows him to 'travel' around the ship.

PIONEERING PROBE

Telemetry The interface probe features synergetic technology, which links it to its user via telemetry. Its communications system is extremely efficient, allowing it to carry out the operator's commands almost immediately.

The interface probe is composed of two wide, cylindrical units connected by a narrower middle section. It is less than a meter in height.

The interface probe's hull is equipped with highly sophisticated sensors that can even detect quantum fluctuations and subspace anomalies.

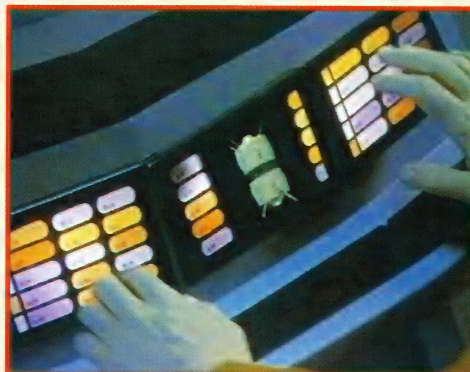
The probe is equipped with enough supplemental deuterium to support an antigravity system, which allows for tight maneuvering.

The probe's hull is made of gamma-molded duranium-tritanium and pressure bonded lufium boronate.

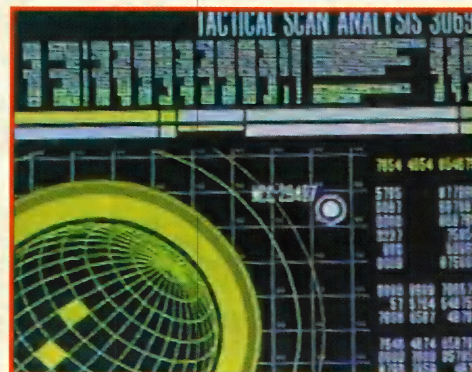
Interface Probe



▲ From the safety of the U.S.S. ENTERPRISE, Geordi La Forge uses the interface suit to control the interface probe aboard the U.S.S. RAMAN.



▲ The probe's movements, actions, and communications are monitored from a separate station on the ENTERPRISE by Lt. Commander Data.



▲ The ENTERPRISE's computers give a graphic representation of the position of the interface probe and the RAMAN in relation to the planet Marjine VII.

instrument package and propel itself through space. The interface probe's engine is a conventional, vectored deuterium microfusion propulsion system and continuum driver coil capable of subwarp speeds. Supplementary deuterium supplies are packed into the interface probe to support the onboard antigravity system needed to maneuver into and out of confined spaces.

The interface probe is also outfitted with a sophisticated system of tractor beams and **phasers** not typically found on instrumented probes. The tractor beams are designed to be the hands of the interface suit user.

Clear communication

The final component is the subspace transceiver. The interface probe's communications mechanism must be especially powerful and fast to perform its real-time interactions with the interface suit wearer; therefore, it is equipped with a focused particle beam that slices through any interference. The more interference, however, the closer the interface probe must be to the receiving system.

During the interface system trial run in 2370, it is discovered that subspace beings can tap into the probe's interactive communication system to read the suit wearer's mind. They are then able to present an image to the interface probe that is meaningful to the user. Specifically, the subspace beings create the appearance of the late mother of **Geordi La Forge**, chief engineer on the **U.S.S. Enterprise**

NCC-1701-D. This almost proves fatal: Geordi, surprised to see his mother, grabs her by the shoulders and receives a massive shock from the probe.

Launch procedure

Some probes have limited post-launch controls that allow an operator to adjust course and direction. The interface probe is manipulated by three different controlling mechanisms. First, commands from a ship's science station guide the probe to its destination and, when possible, order it back to the ship. From this command post the probe can, for example, be ordered to a disabled ship and gain access via an airlock, or cut through a bulkhead.

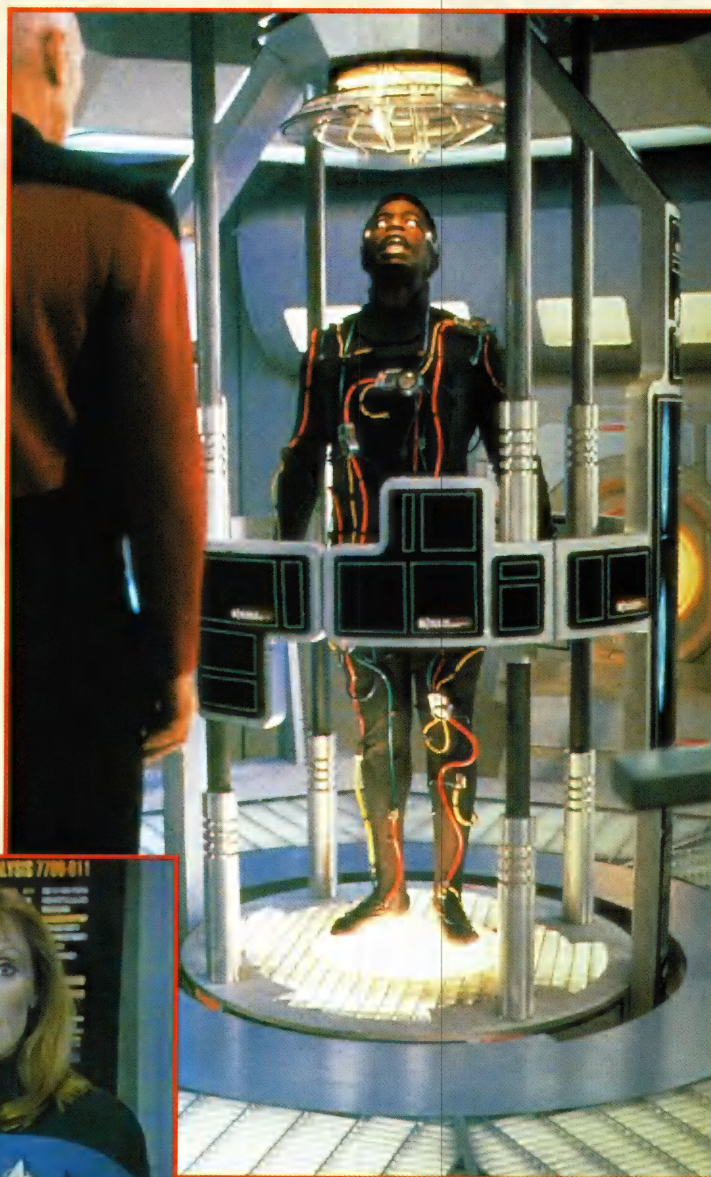
It is possible to guide the interface probe's journey through the interface suit, but this is not practical because of the subwarp speed at which it travels. A journey of several hours would be quite tedious for an interface suit user.

Once the probe arrives, the suit has many control options. It controls the antigravity system as the user 'walks' through the site, and operates the tractor beams to pick up and move items, remotely operate controls, and so forth. A third set of controls rests with the person monitoring the interface suit

user. The user can emit a phaser burst or a reverse tractor beam from the probe, but must rely on the monitor to make it so.

Prior to 2370, an instrumented probe collects and relays telemetry

until it is destroyed by the hazardous environment it has been sent to measure. The new interface system reinvents the probe's role from passive gatherer to active participant.



▲ Chief Medical Officer **Dr. Beverly Crusher** monitors **Geordi La Forge's** lifesigns very closely while he is using the interface suit. There is a chance that the probe could expose the user to discomfort or danger.

▲ The user is virtually oblivious to their own surroundings when linked into the synergetic interface system. The interface probe's powerful telepresence allows the user to believe they are actually in another location.



'Inheritance'

The *U.S.S. Enterprise NCC-1701-D* is in orbit of *Atrea IV*, working to prevent a planetary disaster. **Data** meets with two of the world's geologists, one of whom reveals that she was married to **Dr. Noonien Soong** and is the android's 'mother.'

CAPTAIN'S LOG STARDATE: 47410.2

"The *Atrean* government has requested assistance in averting a natural disaster. Two of their geologists have come aboard to discuss the problem."

Dr. **Pran Tainer** and his wife **Juliana Tainer** meet with **Captain Picard**, **Geordi La Forge**, and **Data** aboard the *U.S.S. Enterprise NCC-1701-D* to explain that *Atrea IV*'s molten core is solidifying. If it is not stopped, the planet will become uninhabitable within 13 months. **Data** suggests injecting plasma into the core to reliquify the magma.

After the meeting, **Juliana** stays behind and reveals to **Data** that she was married to **Dr. Noonien Soong** and is, in effect, **Data**'s 'mother.' **Data** has no memory of her, but **Juliana** explains that his memory was erased before she and **Soong** fled **Omicron Theta** without him, during the attack by the **Crystalline Entity**. **Data** tells **Juliana** that **Dr. Soong** is dead. She admits they did not part on the best of terms, but she would like to get to know her 'son' better.

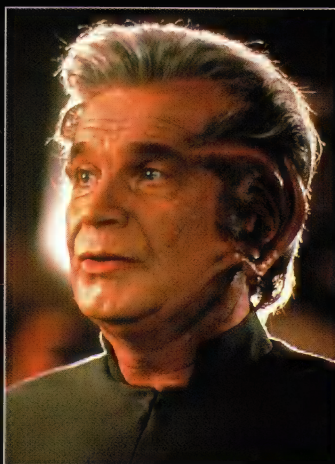
Suspicious

Juliana shares with **Data** her memories of his early years while they work on the first drilling site to enter the magma pockets. Later, they perform a violin duet in **Ten-Forward**, but **Data** notices something peculiar about **Juliana**. He asks **Dr. Crusher**'s permission to review his 'mother's' medical records. **Data**'s search is interrupted when he is needed back on *Atrea* to finish configuring the plasma infusion unit.

Data and **Juliana** beam down into the cavern and quickly finish the task at hand. They attempt to reach their beamout point but realize that during the last tremor, the pattern enhancers have dropped 30 feet below them. Another violent tremor hits and **Data** insists that they have to jump, gripping **Juliana**'s arm and leaping off the cliff. **Data** is able to absorb the jump, but **Juliana** hits the ground hard, revealing what **Data** already suspected ... **Juliana Tainer** is an android.

In sickbay, **Geordi** discovers an information module with a holographic interface while examining **Juliana**. **Data** activates **Dr. Soong's holodeck** program and his creator explains that the android **Juliana** was created following the death of his human wife. At **Soong's** urging **Data** decides not to reveal the truth to **Juliana**.

ON SCREEN...



1 **Dr. Pran Tainer** agrees to try **Data's** plan to reliquify *Atrea IV*'s molten core. If the android's suggestion does work, the process would keep the planet's core molten for several hundred years.



2 After attempting to confirm **Juliana Tainer's** claims, **Data** takes **Geordi's** advice and agrees to get to know his 'mother.'



3 **Juliana** later visits **Data's** quarters and learns of his attempt at procreation after viewing a painting of *Lal*. **Data** tells his mother that he wishes to have another child.



4 **Data** and **Juliana** perform a violin duet in *Ten-Forward*. Their performance is well-received, but something about **Juliana** begins to bother **Data**.



5 After **Data** and **Juliana** finish configuring the plasma infusion unit a tremor hits the cavern. The two leap off a cliff and **Juliana** survives the fall, confirming **Data's** suspicions that she is, in fact, an android.



6 **Data** activates a holodeck program where he can talk to his father, **Dr. Noonien Soong**. **Data** agrees with **Soong's** wishes not to reveal to **Juliana Tainer** that she is an android.

STARSHIP FACTS

The infusion of plasma into the core of *Atrea IV* is successful, leaving the planet habitable for centuries.



'Parallels'

Lt. Worf experiences the strangest birthday of his life, when he is sent through temporal shifts into parallel realities. In one alternate universe the Bajorans are hostile enemies and, even stranger yet, in another reality Counselor Deanna Troi is his wife.

When Worf returns to the **U.S.S. Enterprise NCC-1701-D** after winning a **bat'leth** competition on **Forcas III**, he finds himself in the middle of a surprise birthday party. The **Klingon** is disorientated when small details of the party change right before his eyes. For example, a missing **Captain Jean-Luc Picard** is now in attendance.

Worf continues to feel 'out of place' while on bridge duty examining the malfunctioning **Argus Array**, a **subspace** radio telescope. He reports to Main Engineering to learn from **Lt. Commander Data** and **Chief Engineer Geordi La Forge** that the telescope has been reprogrammed to spy on the **Federation**. The Klingon suddenly becomes dizzy, and pays a visit to sickbay. Upon returning to duty, his station picks up a **Cardassian** ship, which Worf believes has tampered with the **Array**. His colleagues, however, inform him that he is mistaken.

Later, in his quarters, Worf becomes dizzy again, only to find himself back on the bridge, under attack by a Cardassian ship. A confused Worf fails to raise the **Enterprise's** shields in time, causing the starship to flee and enabling the Cardassians to destroy the **Argus Array**.

Quantum shifts

Worf discusses these events with **Data**, who concludes that **Geordi** is present at every time shift. In sickbay, **Data** connects **Geordi's VISOR** to the diagnostic array and learns that Worf's dizziness is caused by a quantum flux in his RNA.

The **Enterprise** crew conduct an investigation in order to discover the quantum fissure responsible for Worf's time shifts. The subspace field pulses emitted by **Geordi's VISOR** helped push Worf into other realities.

The **Enterprise** is attacked by a **Bajoran** ship, causing the fissure to destabilize and hundreds of **Enterprises** to appear from other realities. **Data** suggests the crew find the ship that matches Worf's quantum signature, and then send him back through the fissure in the same shuttlecraft. This will seal the anomaly. The android's plan is a success and Worf finally returns to his own reality.

'PARALLELS'

"I am returning from the bat'leth competition on Forcas III. The conditions were difficult ... several contenders were maimed. But I was triumphant, I won 'Champion Standing.'"

—Worf

ON SCREEN...



1 At Worf's surprise birthday party, the Klingon is confused as small details change around him. Worf's chocolate birthday cake, for example, changes to a yellow sponge.



2 Worf takes Dr. Crusher to his quarters after she informs him that he must be reacting to the concussion he suffered after losing the bat'leth competition. Worf's trophy now reads ninth place.



3 Worf discusses matters with Counselor Troi. When Geordi visits, however, the Klingon starts to feel dizzy again. This time Troi's uniform changes and a painting **Data** gave Worf moves to a different wall.



4 The Klingon continues to shift into alternate realities. In one universe, Worf returns to his quarters to be greeted by **Deanna Troi**. She informs him that she is his wife.



5 **Data** and Worf realize that **Geordi** is present at each time shift, until the chief engineer is killed during the **U.S.S. ENTERPRISE's** fight with the **Cardassians**.



6 When the quantum fissure destabilizes, all realities merge together. In one reality, **Will Riker** captains the **U.S.S. ENTERPRISE** in a Galaxy overrun by the **Borg**. **Riker** does not wish to be sent back into his reality.

STARSHIP FACTS

Data gives Worf a painting of the **Battle of Har'Os** for his birthday.



'Time's Orphan'

Chief Miles O'Brien's young daughter falls through a time portal and emerges as a teenager. Molly has grown up in isolation, and remembers little of her former existence; she is wild and unpredictable, and finds it difficult to pick up her old life on *Deep Space Nine*.

'TIME'S ORPHAN'

"This is where we're going Yoshi, see? Last time we went to Golana you were in Mummy's tummy."

— Molly O'Brien

Young **Molly O'Brien** excitedly anticipates a family picnic on **Golana**, and wants to wear her silver bracelet. Once there, **Miles O'Brien** explains to his daughter that their recent separation was due to concern for her safety; he promises his family that they will never be parted again, even if he must transfer off *Deep Space Nine*.

Miles hears Molly scream as she explores a cave. He finds her clinging to the edge of a pit above a rippling energy field, but is unable to prevent her from falling into it. The pit is identified as a time portal; Molly has dropped 300 years into the past, to a time when the planet was uninhabited.

Instant adulthood

A feral teenager emerges from the time portal, identifiable as Molly by the silver bracelet she wears. The returned Molly does not adapt easily to life on *Deep Space Nine*. She is initially unable to identify her parents, but a breakthrough comes when she recognizes a favorite childhood toy.

Molly's best spell of rehabilitation is achieved in a **holosuite** recreation of Golana, which she happily recognizes as home. Unfortunately, after being removed she reverts to type, rampaging through **Quark's bar** and stabbing a customer before being restrained. **Captain Sisko** cannot ignore the incident and orders Molly's referral to a therapist on another facility. The teenager's distraught parents decide to return her to the past, where she will be happy.

On Golana, Miles reactivates the portal, and Molly steps through. Almost immediately, she encounters a cowering and frightened younger version of herself. The young Molly asks for her parents, and the older Molly directs her to the portal, fading from existence as her younger self steps through. It is later speculated that the calibrations set to open the choral portal did not hold, causing it to revert to the setting at which it was first discovered, and thus enabling the young Molly's return.

ON SCREEN...



1 Chief O'Brien enjoys a picnic with his wife and young children on Golana, a brief respite from the horrors of the war between the Federation and the Dominion.



2 Molly wanders off and falls into an odd, shimmering hole in a cave. Her father tries to pull her to safety but is unable to prevent her from falling into it.



3 Molly emerges from the energy field as a teenager. A decade has passed inside the Golana portal, and she is not used to being with people. She does not seem to know her parents, but does recognize one of her dolls. In general, she is wild and prone to violence.



4 An artificial environment, resembling Golana, is built for Molly in a *DEEP SPACE NINE* cargo bay. The girl makes slow progress, however.



5 Molly only seems to be calm and happy when she is in a holosuite program of Golana. Miles and Keiko decide that returning her to the past is the best course of action.



6 Molly enters the portal and finds her younger self on the other side. She is able to direct the younger Molly back to her parents, closing the time loop in the process.

STARSHIP FACTS

Baby Yoshi is left in Worf's care while his parents try to rehabilitate Molly. The Klingon is hoping to prove to his wife, Jadzia, that he will be a good father, but finds babysitting more problematic than he anticipated.



'The Sound of Her Voice'

The crew of the *U.S.S. Defiant NX-74205* set off on a desperate rescue mission to save the life of a *Starfleet* captain marooned on a hostile world. The long journey gives the crew and their quarry time to build friendship and share their problems.

On the way home from a recently completed mission, on which **Kasidy Yates** has been acting as convoy liaison officer, the *U.S.S. Defiant NX-74205* picks up a distress call. The communication is one way only, but comes from a *Starfleet* officer marooned on a hostile world; the woman is broadcasting in the hope that someone will pick up her transmission. It will take six days to reach the **Rutharian sector**, from where the communications originate.

Chief Miles O'Brien eventually enables two-way communication. **Captain Lisa Cusak** provides engaging conversation and, at her request, **Captain Sisko** assigns the senior personnel to continue communicating with her in shifts, abating her loneliness. The crew come to trust Lisa as an astute and sympathetic listener, and begin to confide their problems.

Wise counsel

Lisa surmises from talking to Sisko that while he loves Kasidy, her intrusion into his working life undermines his ability to command. Kasidy, in turn, is puzzled by his distance. O'Brien wonders whether he will survive the **Dominion war**, and Lisa even breaks through **Dr. Bashir's** aloof facade.

Lisa's medical supplies are dwindling; the *Defiant* travels faster, but on arriving at the planet the ship is unable to penetrate an atmospheric barrier. Without medical aid, Lisa will die in less than 45 minutes.

Sisko, O'Brien, and Bashir brave perilous conditions in a shuttlecraft to locate Lisa's crash site. They are distressed to come across a skeleton in *Starfleet* uniform; the only explanation is that the mysterious planetary barrier has somehow warped subspace communications through time.

Back on *Deep Space Nine*, a wake is held for Captain Cusak. All parties who talked with her admit their lives were enriched by the experience, and acknowledge her help in confronting their individual problems.

'THE SOUND OF HER VOICE'

"Commander Gatsby is dead too. I didn't see any other escape pods leave before the ship was destroyed, so I may be the only survivor."

— Captain Lisa Cusak

ON SCREEN...



1 The *U.S.S. DEFiant* picks up a distress call as it travels back to **DEEP SPACE NINE**. Chief O'Brien is unable to reply to the transmission on the bridge.



2 Kasidy Yates is also on the *DEFiant*. She acted as a convoy liaison officer on their last mission. Captain Sisko is uncomfortable with her presence on board.



3 Sisko informs a disbelieving Lisa Cusak that the Federation is at war with the **Dominion**. This news greatly saddens Lisa, and she changes the subject.



4 Lisa is a good talker and an astute listener. When she realizes she does not have **Dr. Bashir's** full attention, she pretends she is being attacked.



5 Sisko, O'Brien, and Bashir make a sad discovery upon reaching the location of Lisa's distress call. They find a skeleton of a human female inside a dark cave.



6 The *DEFiant* crew hold a wake to honor the memory of Lisa Cusak. Though none of them actually met her, the *Starfleet* officer enriched all of their lives.

STARSHIP FACTS

A Quark offers Odo and Kira time in a romantic holosuite program, but the constable discovers that this is a ploy to distract him while Quark collects a shipment of illegal goods. Odo decides that he owes the Ferengi a favor, and turns a blind eye.



T continued

Tarchee cat

A feline life form native to the **Delta Quadrant**. **Captain Janeway's** **Nechani** guide indicated that a Tarchee cat's most notable characteristic is that it is very hard to please. (*Starship Log: 'Sacred Ground'* [VOY]) **SEE FILES 18, 71**

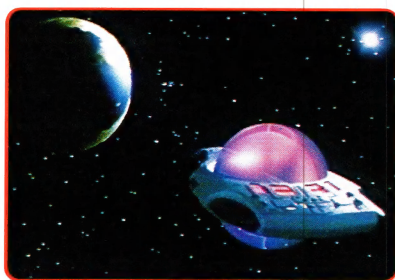
tardeth

This giant, furry animal was considered very scary by the **Drayan** children. (*Starship Log: 'Innocence'* [VOY]) **SEE FILES 18, 71**

Tarella

This planet became synonymous with death after survivors of a virulent biological war fled to other worlds, infecting their inhabitants as well. In 2364, the last **Tarellian Plague Vessel** was discovered near the planet **Haven**. (*Starship Log: 'Haven'* [TNG])

SEE FILES 18, 40, 69



The few survivors from Tarella were hunted to prevent them from spreading their plague to other worlds.

Taresia

The inhabitants of this **Class-M** planet, located in the **Delta Quadrant**, utilized a tachyon grid to safeguard themselves from their enemy, the **Nasari**. The Taresians' main concern was reproduction, as only 10 percent of their population was male. In an effort to rectify this problem, the Taresian females used a DNA retrovirus to transform alien males, such as the **U.S.S. Voyager NCC-74656's** **Harry Kim**, into Taresian males, and then denucleated them. (*Starship Log: 'Favorite Son'* [VOY]) **SEE FILES 18, 71**

targ

A tough, destructive **Klingon** boar, notable for its prominent horns and a ridge of spikes along its spine. A sanctified targ is sacrificed during important Klingon rituals, such as weddings and the **Day of Honor** celebrations. **Worf** had a pet targ as a child, and **Naomi Wildman** had a plush toy version in her quarters aboard the **U.S.S. Voyager NCC-74656**. **Gagh** is often basted in Targ blood. (*Starship Log: 'A Matter of Honor'* [TNG]; *'Crossfire'* [DS9]; *'Elogium'* [VOY]) **SEE FILES 11, 43, 69, 70, 71**

target drone

This robotically-controlled probe was used by **Dr. Bejal Otner** to create an artificial wormhole. The *targeting drone's* role was to emit a **magnetron pulse** to react with the stable **subspace tensor matrix**. (*Starship Log: 'Rejoined'* [DS9]) **SEE FILE 70**

targeting scanner

This tactical readings display unit was built into the helm console of **Constitution-class** starships. When needed, the device could be extended from its normal position, flush with the console, to the operator's eye-level. (*Starship Log: 'The Corbomite Maneuver'* [TOS]) **SEE FILES 20, 68**



The Taresian women lured men from alien cultures to their world with a DNA retrovirus which turned their victims, including Ensign Harry Kim, into Taresian males. This method ensured the survival of their species.

Targhee moonbeast

This non-sentient creature was noted for its irritating, loud utterances. To **Kamala**, the **empathic metamorph** who traveled aboard the **U.S.S. Enterprise NCC-1701-D** en route to **Valt Minor** in 2368, a **Valtese horn** sounded more like a Targhee moonbeast than a musical instrument. (*Starship Log: 'The Perfect Mate'* [TNG]) **SEE FILE 69**

tarin juice

An **Enaran** beverage introduced to the crew of the **U.S.S. Voyager NCC-74656** in 2373. (*Starship Log: 'Remember'* [VOY]) **SEE FILES 18, 71**

Taris Murn

This two-person **J'naii** shuttlecraft was lost in a pocket of **null space** in 2368. **Commander William Riker** and **Soren** rescued the *Taris Murn's* crew, but were unable to retrieve the ship itself. (*Starship Log: 'The Outcast'* [TNG]) **SEE FILES 18, 69**

Taris, Subcommander

This female **Romulan** commanded the **Romulan Warbird Haakona** in 2365. **Taris** intended to challenge the **U.S.S. Enterprise NCC-1701-D** for possession of **Iconian** secrets, but an Iconian computer virus crippled her ship. (*Starship Log: 'Contagion'* [TNG]) **SEE FILE 69**

Tark

This **Argelian** musician was the father of **Kara**, who danced in a cafe on the planet **Argelius II**. **Tark** was heartbroken when his daughter was murdered in 2267, and indicated that her jealous fiancé might have been the culprit. (*Starship Log: 'Wolf in the Fold'* [TOS]) **SEE FILE 68**

Tarkalean birds

Tarkalean condors and **Tarkalean hawks** are large, flying mammals whose forms are often mimicked by the shapeshifter **Odo**. In 2373, after a brief purgatory as a 'solid,' **Odo** celebrated his restored shapeshifting powers by becoming a Tarkalean hawk, and flying along **Deep Space Nine's** Promenade. (*Starship Log: 'Nor the Battle to the Strong'* [DS9]) **SEE FILES 43, 70**

Tarkalean tea

A popular warm beverage available in **Deep Space Nine's** **Replimat**. **Dr. Julian Bashir** often drank Tarkalean tea while eating with **Garak**. **Kira Nerys** ordered the tea from **Quark**. (*Starship Log: 'Past Prologue'* [DS9]) **SEE FILE 70**

Tarchee cat
tardeth
Tarella
Taresia
targ
target drone
targeting scanner
Targhee moonbeast
tarin juice
Taris Murn
Taris, Subcommander
Tark
Tarkalean birds
Tarkalean tea
Tarkalian sheep herders
Tarkan
Tarkannans
Tarkassian razorbeast
Tarlac
Tarmin
Tarod IX
Tarok
Tarquin Hill, The Master of
Tarrana
Tarsas III
Tarses, Crewman Simon
Tarsian War
Tarsus IV
Tartaran landscapes
Tartaras V
tartoc



The targeting scanner was positioned in the helm console on the U.S.S. ENTERPRISE NCC-1701's bridge. It was deployed to a raised position to provide tactical information.



Tarkalean hawks are physically similar to Earth hawks. Odo took the form of a Tarkalean hawk to celebrate the return of his shapeshifting abilities.



Tarkalian sheep herders

Quark collected a six percent tariff from the **Karemma** in their dealings with the **Federation**, ostensibly to fund humanitarian aid to down-on-their-luck Tarkalian sheep herders. (Starship Log: 'Starship Down' [DS9]) **SEE FILES 18, 70**

Tarkan

This spacefaring **Delta Quadrant** civilization maintained a strict, zero-tolerance policy toward anyone, or anything, that violated its borders. (Starship Log: 'Darkling' [VOY]) **SEE FILE 71**

Tarkannans

The male and female members of this **Delta Quadrant** civilization observe complicated body language protocol. The **U.S.S. Voyager NCC-74656's** first contact with the Tarkannans was marred by **Commander Chakotay's** greetings, which their ambassador interpreted as a sexual advance. (Starship Log: 'Innocence' [VOY]) **SEE FILES 18, 71**

Tarkassian razorbeast

Guinan revealed to **Ensign Ro** that her childhood imaginary friend had been a Tarkassian razorbeast, a creature noted for its jumping ability. (Starship Log: 'Imaginary Friend' [TNG]) **SEE FILES 4, 69**

Tarlac

A race of humanoids brutally conquered and enslaved by the **Son'a**. Tarlac males became the Son'a worker class, while females were often required to serve on Son'a vessels. (Starship Log: *Star Trek: Insurrection*) **SEE FILES 18, 80**



The Tarlac were a fearsome looking race, with distinctive cranial features. They played an integral part in the Son'a's attempt to decimate the Ba'ku colony world.



Tarmin

This elder, white-haired **Ullian** male led a team of telepathic researchers who were collecting memories for a cultural database. In 2368, Tarmin was briefly implicated in a series of telepathic memory invasion rapes aboard the **U.S.S. Enterprise NCC-1701-D**, until it was discovered that his son, **Jev**, was guilty of the crime. (Starship Log: 'Violations' [TNG]) **SEE FILES 18, 69**

Tarod IX

This planet was battered by an unknown force that created vast surface deformations in 2364. Tarod IX's proximity to the **Romulan Neutral Zone** implied Romulan culpability. It was later believed that the **Borg** were in fact responsible. (Starship Log: 'The Neutral Zone' [TNG]) **SEE FILE 69**



Tarok was used to train young Kazon warriors. Its surface was littered with a multitude of weapons to test their skills and courage.

Tarok

This **Class-M** moon, located in the **Delta-Quadrant**, was claimed by the **Kazon-Ogla** and used as a training ground for their young warriors. In 2372, **Commander Chakotay** was recovered by his **U.S.S. Voyager NCC-74656** crewmates after becoming stranded on Tarok. (Starship Log: 'Initiations' [VOY]) **SEE FILES 4, 18, 58, 71**

Tarquin Hill, The Master of

An artist who lived 12000 years ago on the planet **Kurl**. Exquisite objects discovered on Tarquin Hill were credited to the Master of Tarquin Hill, as the artist's name was unknown. (Starship Log: 'The Chase' [TNG]) **SEE FILES 6, 44, 69**

Tarrana

This young woman from **Boraal II** was presented to **Worf** as a potential mate by her father, **Kateras**. Worf was more concerned about transferring Tarrana and her people to **Vacca VI**. (Starship Log: 'Homeward' [TNG]) **SEE FILES 18, 69**

Tarsas III

This **Class-M** **Federation** planet was orbited by **Starbase 74**. In 2364, the **U.S.S. Enterprise NCC-1701-D** reported to **Starbase 74** so that **Bynar** technicians could perform computer upgrades. The Bynars instigated a plan to steal the *Enterprise* while at the starbase. They returned it when **Captain Picard** and **Commander Riker** helped restore their planetary computer systems. (Starship Log: '11001001' [TNG]) **SEE FILES 18, 69**



The U.S.S. ENTERPRISE NCC-1701-D reported to STARBASE 74 in 2364, to undergo its first upgrades since it was launched.

Tarses, Crewman Simon

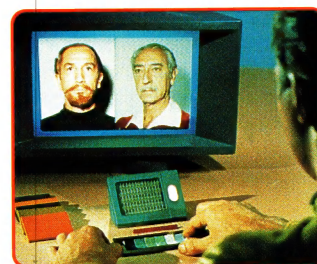
A young medical technician from the **Martian Colonies** who became entangled in **Admiral Norah Satie's** overeager conspiracy investigation in 2367. Tarses's only crime was not disclosing his partly **Romulan** lineage when he signed up to **Starfleet**. (Starship Log: 'The Drumhead' [TNG]) **SEE FILES 7, 43, 69**

Tarsian War

This struggle was waged by the humanoids on the planet **Angosia III** using biologically and psychologically altered soldiers. Civil disturbances followed the war as the soldiers, who were no longer fit to live in normal society, sought government aid. (Starship Log: 'The Hunted' [TNG]) **SEE FILES 18, 40, 69**

Tarsus IV

This **Class-M** planet was the location of a thriving human colony until 2246, when food supplies were decimated by a fungal outbreak. The colony's governor, **Kodos**, elected to reduce the population through slaughter in order to ensure the survival of the remainder. Relief arrived sooner than expected, and **Kodos** was sought for murder. A young **James T. Kirk** was among the few survivors of the massacre. (Starship Log: 'The Conscience of the King' [TOS]) **SEE FILES 43, 44, 68**



Captain Kirk survived the Tarsus IV massacre and later established that Anton Karidian and Kodos the Executioner were one and the same person.

Tartaran landscapes

These pieces of art were on display in **Quark's** quarters on **Deep Space Nine**. Quark used an invitation to view the landscapes as a technique for maneuvering two women into his quarters, unaware that the beings were only illusions. (Starship Log: 'If Wishes Were Horses' [DS9]) **SEE FILE 70**

Tartaras V

The remains of a provincial capital city established by the **Rokai** were uncovered on this planet in 2369. **Quark** enticed **Vash** to search for Rokain artifacts rather than return to Earth. (Starship Log: 'Q-Less' [DS9]) **SEE FILE 70**

tartoc

This ingredient was a necessary part of a side dish preferred by the **Regent of Palamar**. A bed of tartoc was covered with tossed **Matopin rock fungi** and seasoned with **Clavisoa berries**. (Starship Log: 'Business As Usual' [DS9]) **SEE FILE 70**

T continued

Tavokian cakes

Worf's contribution to Wesley Crusher's visit to the *U.S.S. Enterprise NCC-1701-D* in 2368 was **Tavokian pound cake**, which he had made himself. **Tavokian powder cake** was on the desert table that **Counselor Deanna Troi** presented to **Iyaaran Ambassador Loquel** during his visit to the *Enterprise* in 2370. (*Starship Log: 'The Game'* [TNG]) **SEE FILE 69**

Tash

This individual was encountered in the **Delta Quadrant** by the *U.S.S. Voyager NCC-74656* in 2376. Tash had constructed a massive **tetryon**-powered catapult in his attempt to return home, leading **Seven of Nine** to falsely accuse him of being a member of the **Caretaker's** race. (*Starship Log: 'The Voyager Conspiracy'* [VOY]) **SEE FILE 71**



taspar

Gul Madred confessed to having stolen three eggs from the nest of this **Cardassian** bird in his youth. In 2369, he gave a raw taspar egg to the captured **Captain Jean-Luc Picard**, knowing that the uncooked egg would be particularly unappetizing. (*Starship Log: 'Chain of Command', Part II* [TNG]) **SEE FILES 13, 69**

▲ **Raw taspar eggs are a Cardassian delicacy, but are unpalatable to non-Cardassians. Gul Madred offered the eggs to a starving Captain Picard.**

Tassoni, Angelo

This officer was one of the members of the *U.S.S. Equinox NCC-72381* crew who were stripped of rank by **Captain Janeway**, and ordered to serve aboard the *U.S.S. Voyager NCC-74656*, following the destruction of their own ship. (*Starship Log: 'Equinox', Part II* [VOY]) **SEE FILES 31, 71**

Tataglia

This concert violinist had a musical style which **Data** could emulate. Tataglia was one of 300 performers in Data's programming, but **Perrin**, wife of **Vulcan Ambassador Sarek**, chose the Tataglia imitation for a Mozart string quartet in 2366. (*Starship Log: 'Sarek'* [TNG]) **SEE FILE 69**

Tatalia, Maria

This friend of **Jadzia Dax** was an officer in **Starfleet**. In 2374, Tatalia was wounded in action during the **Federation/Dominion war**. (*Starship Log: 'In the Pale Moonlight'* [DS9]) **SEE FILE 70**

Tau

This bold thief successfully translocated the *U.S.S. Voyager NCC-74656's* main computer processor, a **holographic emitter**, and other items right through the vessel's shielding. Tau vended his stolen merchandise from a province he controlled on a planet in the **Delta Quadrant**. (*Starship Log: 'Concerning Flight'* [VOY]) **SEE FILE 71**



▲ **In 2374, Captain Kathryn Janeway went undercover as a trader in order to meet with Tau, the leader of a group of pirate raiders.**

Tau Alpha C

This planet is the homeworld of the **Traveler**. Only the Traveler, and others of his race, know the whereabouts of the distant world. (*Starship Log: 'Where No One Has Gone Before'* [TNG]) **SEE FILES 57, 69**

Tau Ceti star system

A star system only eight light years from Earth. **Captain James T. Kirk** engaged the **Romulans** in the Tau Ceti star system, defeating them with the **Cochrane deceleration maneuver**. **Tau Ceti Prime**, the first planet in this system, was where **Admiral Edward Janeway** drowned beneath a polar ice cap in 2358. **Tau Ceti III** was the location of an exotic bar where **Jean-Luc Picard** first met his life-long friend, **Walter Keel**. (*Starship Log: 'Whom Gods Destroy'* [TOS]; 'Conspiracy' [TNG]; 'Coda' [VOY]) **SEE FILES 43, 68, 69, 71**

Tau Cygna V

This **Class-H** planet was relinquished to the **Sheliak Corporate** under a 2255 **Federation** treaty. In 2366, descendants of the lost crew of the *S.S. Artemis*, who had established a previously undetected settlement on the planet, were threatened with immediate extermination by the Sheliak, who were intent on setting up their own colony. (*Starship Log: 'The Ensigns of Command'* [TNG]) **SEE FILES 18, 69**

Taugan sector

This region of the **Alpha Quadrant** was once dominated by ancient **Romulans**, and off-shoots from that civilization. Planets **Calder II**, **Barradas III**, **Draken IV**, and **Yadalla Prime** all contain archeological links to the Romulans. (*Starship Log: 'Gambit', Parts I and II* [TNG]) **SEE FILES 6, 69**

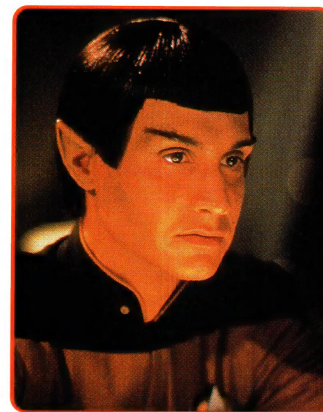
Taurik, Ensign

A **Vulcan** ensign who served in engineering aboard the *U.S.S. Enterprise NCC-1701-D*. In 2370, Taurik shared quarters with **Sam Lavelle**, and participated in preparations for the top secret mission into **Cardassian** space, in which **Ensign Sito Jaxa** died. (*Starship Log: 'Lower Decks'* [TNG]) **SEE FILES 8, 43, 69**

Taurus II

This **Class-M** planet, located near **Murasaki 312**, is inhabited by primitive, aggressive, furry humanoids standing four meters in height and equipped with stone-point spears. The **Shuttlecraft Galileo** crashlanded on Taurus II in 2267, after launching from the *U.S.S. Enterprise NCC-1701*. (*Starship Log: 'The Galileo Seven'* [TOS]) **SEE FILES 5, 18, 68**

Tavokian cakes
Tash
taspar
Tassoni, Angelo
Tataglia
Tatalia, Maria
Tau
Tau Alpha C
Tau Ceti star system
Tau Cygna V
Taugan sector
Taurik, Ensign
Taurus II
Tauvid Rem
Tava, Dr.
Tavana
Tavela Minor
Tavnians
Tawi'Yan
Taxco
Taya
Taylor, Dr. Gillian
Taymon
Tayna
Te'nari
tea
tea ceremony, Klingon
Teacher
Tears of the Prophets



▲ **Ensign Taurik was considered for a promotion aboard the U.S.S. ENTERPRISE NCC-1701-D in 2370, but was passed over in favor of Sam Lavelle.**



▲ **The inhabitants of the planet Taurus II were large, primitive humanoids. They were a violent race, and were responsible for the deaths of two crew members from the SHUTTLECRAFT GALILEO.**



▲ Orion Syndicate member Draim sent two of his men to DEEP SPACE NINE to kill the Idanian agent known as Tauvid Rem.

Tauvid Rem This name was implanted in Idanian undercover agent Arissa's trace memory as a person whom she could trust. When Tauvid Rem contacted her, Arissa agreed to meet him on *Deep Space Nine*. (Starship Log: 'A Simple Investigation' [DS9]) **SEE FILES 58, 70**

Tava, Dr. This female Malcorian was a crisis room physician in the Sikla Medical Facility on Malcor III. Tava was the first to realize that the injured, and disguised, William Riker was of alien origin. (Starship Log: 'First Contact' [TNG]) **SEE FILES 18, 69**

Tavana This female Klingon engineering officer was in service on the *I.K.S. Rotarran* in 2373. Tavana's morale was at an all-time low until General Martok assumed command of the ship, and roused the crew to a glorious victory against Dominion forces. (Starship Log: 'Soldiers of the Empire' [DS9]) **SEE FILES 34, 70**

Tavela Minor Dr. Beverly Crusher suggested this locale as a romantic place for shore leave, after Nurse Alyssa Ogawa mentioned feeling hesitant about a holiday on Risa with her new boyfriend. (Starship Log: 'Imaginary Friend' [TNG]) **SEE FILE 69**

Tavnians This humanoid culture believes that male and female children should be raised by members of their own gender until the age of 16, when they learn about the opposite sex. Lwaxana Troi's second husband, Jeyal, was a Tavnian. (Starship Log: 'The Muse' [DS9]) **SEE FILES 58, 70**

Tawi'Yan This term is applied to the Klingon version of the human 'best man' role in a wedding. Tawi'Yan translates literally as 'sword bearer.' In 2374, Worf invited his son Alexander Rozhenko to be his Tawi'Yan. (Starship Log: 'You Are Cordially Invited ...' [DS9]) **SEE FILES 11, 43, 58, 70**

Taxco This Arbazan ambassador came to space station *Deep Space Nine* in order to learn more about the Bajoran wormhole in 2369. During her visit, Ambassador Taxco did little more than complain, until Dr. Bashir saved her life during a fire. (Starship Log: 'The Forsaken' [DS9]) **SEE FILE 70**

Taya This 10-year-old girl, who lived on Yadera II, was actually a holographic life form created by Rurigan, her 'grandfather.' Taya's mother, and other villagers, were mysteriously disappearing, until a malfunction in Rurigan's holographic projector was repaired by Jadzia Dax and Odo. (Starship Log: 'Shadowplay' [DS9]) **SEE FILES 4, 59, 70**

▶ Taya did not realize that she was a holographic projection. Her existence was due to her grandfather's ingenuity, after he fled a Dominion invasion of his homeworld.



Taylor, Dr. Gillian

This marine biologist from the 20th century worked at the Cetacean Institute in San Francisco, caring for two humpback whales, George and Gracie. When the whales were released into the wild without her knowledge, Taylor assisted James T. Kirk in retrieving them and transporting them to the 23rd century. Taylor chose to accompany the whales into the future, assuring Kirk that she had no family in the 20th century; she also expressed doubt that the 23rd century had any whale experts. (Starship Log: *Star Trek IV: The Voyage Home*) **SEE FILES 44, 75**



▲ Gillian Taylor left behind her life in the 20th century when she accompanied George and Gracie to the 23rd century, where she accepted a post aboard a science vessel.

Taymon This humanoid man was infected with the Taresian retrovirus, convincing him that he was from the planet Taresia, and urging him to return there. Once on Taresia, Taymon was killed by the female inhabitants, who wanted his genetic material. (Starship Log: 'Favorite Son' [VOY]) **SEE FILES 18, 71**

Tayna This female engineer assisted Dr. Nel Apgar in his development of a Krieger wave converter in 2366. After Apgar reported fighting with Commander William Riker, Tayna took Apgar's wife off of the laboratory in orbit of Tanuga IV. During the investigation into Apgar's murder, Tayna testified against Riker. (Starship Log: 'A Matter of Perspective' [TNG]) **SEE FILE 69**

Te'nari This name was given to one of the old Bajoran castes, or D'jarras. Members of the Te'nari class were deferential to members of superior D'jarras, such as the Ih'valla. (Starship Log: 'Accession' [DS9]) **SEE FILES 10, 70**

tea Varieties of this beverage, made from leaves mixed with hot water, are drunk throughout the Galaxy by many cultures. Examples of popular teas include Andonian tea, Chiraltan tea, bergamot tea, Deka tea, Earl Grey tea, Fanalian tea, Gavaline tea, ginger tea, herbal tea, ice tea, Jestrall tea, jumja tea, Lapsang souchong tea, Mareuvian tea, Marob root tea, mint tea, Pyrellian ginger tea, red leaf tea, Takana root tea, Tarkalean tea, valerian root tea, Vulcan tea, White Rose Redi-Tea, and Yridian tea. Earl Grey was a particular favorite of Captain Jean-Luc Picard. (Starship Log: *Star Trek VI: The Undiscovered Country*; 'Where No One Has Gone Before' [TNG]; 'Past Prologue' [DS9]; 'Flashback' [VOY]) **SEE FILES 69, 70, 71, 77**

tea ceremony, Klingon This ceremony involves two friends sharing poisoned tea in an effort to bravely face death and mortality together. Worf invited Dr. Pulaski to take part in this ceremony with him in 2365 as a thank you gesture for withholding the truth about an illness he had suffered. (Starship Log: 'Up the Long Ladder' [TNG]) **SEE FILES 11, 43, 69**

Teacher This name was given to the device that temporarily provided immense knowledge to the Eymorg on planet Sigma Draconis VI. After donning the Teacher, Dr. McCoy was able to return Spock's brain to his body. (Starship Log: 'Spock's Brain' [TOS]) **SEE FILES 18, 43, 66, 68**

Tears of the Prophets SEE Orb